THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

AMIGA CD32 GAMER

Pinball Wizards

We've gone pinball-crazy, mate!

David & Goliath

How the CD32 stands up to the super consoles.

Your brilliant CD packed with playable demos should be here. If it isn't, see your newsagent.

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INSIDE : ALL THE LATEST CD32 NEWS AND REVIEWS

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Bye bye, 1995 and hello 1996. The past twelve months have seen massive changes to the entire computer games industry and this has reflected in all sectors. Private, independent traders are floundering while the big fish in the pond grow even bigger, acquiring bigger market shares as time goes by. As for us, the past year has seen many changes to the magazine, but we're still the leading CD32 magazine around and it's all thanks to you - the readers.

We get our fair share of correspondence here at the office, but we want more. We want you to put pen to paper and send in your thoughts about anything at all. The more letters we get, the better we can make the magazine; after all, its all you people out there who go out and buy it every month.

Anyway, here's to 1996. May it be a good one for the CD32, our readers and the developers and publishers who have supported us.

Miles Guttery

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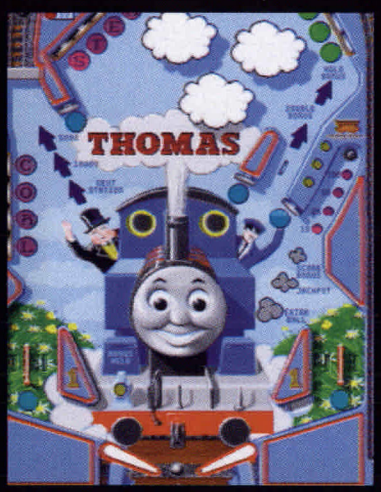

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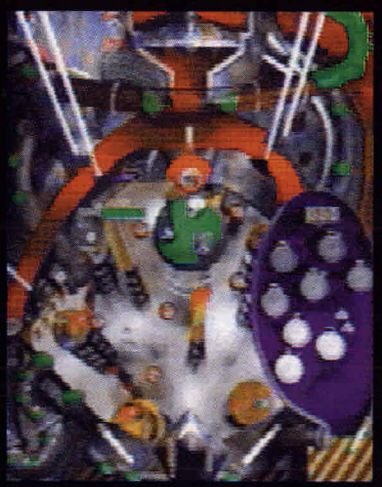

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THE GOOD, THE BAD AND THE RIDICULOUS

It's been rather an interesting month on the Amiga front with quite a few new developments. Cor blimey, that makes a change dunnit!

Where to start. Well, there's good news and there's bad news and, as in all the best jokes, we're going to give you the bad news first! You all by now know about the ludicrous £399 price-point of Amiga Tech's new range of A1200s. Their only justification of this is that it's a midway point up to their low-end PCs which retail around the £600 mark. It might all look very well in the logistics department but you don't need us to tell you it's way over the top for a machine most popularly regarded as a games platform. With Saturn and PlayStation under £300 it's hard to see it winning friends. It's generally accepted in the industry that a price-tag circa £150 would be ideal for a basic A1200 pack. This might just have a bearing on the first item of badness. Though A1200 sales were initially very good they have since tailed off drastically. There's a simple reason for this. Amiga fans have not been able to lay there hands on hardware for over a year now and demand was backed up considerably. Initial stocks having sold-out however, the crazy price is failing spectacularly to attract first-time buyers and people new to the Amiga brand. Talk about shooting yourself in the foot.

And that brings us on to unpleasant rumble number two. That old chestnut among bugs, back compatibility has been thrown into question. Certain areas have quoted software failure rates of up to 95%! That figure has been questioned heavily though so don't take it as gospel. The reason for this is even more bizarre. It's nothing to do with chips or processors as you might expect but is, apparently, all down to the disk drive. The standard drive fitted in an Amiga Tech A1200 is actually a high density drive modified to read and write from and to normal DD disks. The problem is a modified drive will never be as reliable as one performing the tasks it was designed for in the first place. The only people who're really likely to take advantage of the extra storage capacity of HD disks are the very serious users who are likely to have external drives anyway. To us it smacks of over-optimism at best. At worst a lack of simple common sense.

Time now to leave the seedy streets of Bluesville and head for the wide, leafy boulevards of Sunshine City for that good news we promised you earlier!

The Amiga has long been regarded by many programmers as the easiest and most pleasant system around to work on. Such people will be highly chuffed to learn of Amiga Tech's proposed new range of high-end machines. With the working title Power Amiga, they'll incorporate Motorola's PowerPC CPU. Its processing speed combined with the powerful AmigaDOS operating system will form the backbone of a machine capable of challenging the PC and Macintosh stranglehold on the market.

To show it hasn't lost faith in the Amiga CD-ROM market, Amiga Tech has also revealed plans for a new A1200 CD drive which can only be good for us.

The all-singing, all-dancing quad-speed drive will be fitted using a PCMCIA connection with stereo sound and a transfer rate of 600Kb/s. Software will feature an audio player and a program for the viewing of photo CDs. Most importantly though, a CD32 emulator will be available so if you're thinking of upgrading your system it doesn't mean you need to throw out your CD32 disks. Phew!

SILICA SAVIOUR

I'd lay money on a good number of our readers having purchased their CD32s though one of the Amiga's biggest distributors. I know I did. In fact Silica Systems have been around for a staggering 17 years now — more or less as long as the industry itself has existed. Over the years they built up a reputation for speed and quality of service which was second to none. Why am I speaking in the past tense? Sadly, recently the company went into receivership.

That's not the end of the story however. Fortunately a £5m takeover is now in progress by Anglo Corporation PLC. You may never have heard of them, and neither had we to be honest. Apparently though they own the company responsible for NCP car parks so you can bet they've got some loot stashed away. Silica's founder-members Tony Deane and Mike West will join the Anglo Corporation board of directors. The immediate aim (at the time of writing) is to take full advantage of the Christmas season and then introduce new product lines during the new year.

As a gesture of good will the new company will honour all warranties and deposits in place when Silica originally ran into difficulties. This in itself is a very unusual step but very much in the vein of Silica's attitude to its customers and obviously one Angle means to continue.

As well as Amigas and peripherals Silica sell a range of consoles including PlayStation and IBM, Compaq and Tulip PCs. This can only increase the profile of the Amiga and promote the cause. Welcome back, chaps!

AMIGA NOT IN THE GAME

Retail chain Game has given Amiga Tech a kick in the teeth by revealing they won't be taking on any Amiga hardware. Though still stocking software titles the company has pulled out of the home computer side of things with its PC range also going down the swanny. Of the Amiga, Operations Director Paul Lloyd-Roach speaking to industry paper CTW said 'We're not looking at it. It is a very good machine and we were very sorry to see its disappearance last year. But we were always bugged by the sort of liability problems you get with any machine with a built in disk drive. It is a good machine and was once very popular as a games system. But now Saturn and PlayStation are here, the vast majority of consumers looking for a games machine at that price will go for one of them. I think if the Amiga is to work it needs to be priced at around £150.'

Have we not heard that somewhere before? Take note please, someone! The reason behind Game's decision not to take PCs is down to the rate at which they're advancing. A top of the range model will be out of date in six months. By the same token a 486 DX2 66 with 8Mb of RAM purchased for £1200 six months ago could go for £300 less today!

How this will affect any proposed CD32 relaunch has yet to be seen but serious consideration must be given to the price.

CD32 SNIPPETS

WAY WAY BACK INTO THE BEYOND

Way back in issue 11, Audiogenics sensational footy management sim, Super League Manager, recieved the phenomonal review score of 90%. What's so amazing about that you might ask and why's it in the news? Well, not only is it the only management sim on the CD32, but, erm, I'm not quite sure how to put this, it's only just been released! That's right, nine months after we reviewed it! Man, I knew we had some pretty cool exclusives and early reviews, but nine months ...!

IT MUST HAVE BEEN MARCH

If you didn't catch our review back in March, Super League Manager offers all the tactics and stratgey you'd expect from a footy sim, with a large dosage of humour and entertainment thrown in to boot. For the more action orientated gamer, there's also the chance to play some of your league fixtures with a watered down version of Wembley International Soccer incorporated within the game. So come on all you Kevin Keegans out there, check it out!

MULTI MEDIA MACHINE

Multi Media Machine are the technical wizards behind CD32's coverdisc and its custom menu system. MMM offer specialised PC and Amiga multimedia services to a wide range of companies, including Thomas Cook Holidays, and are always interested in new work. MMM also publish the Games & Goodies series of market-leading PD & Shareware compilations, for both Amiga CD32 and PC CD-ROM. These retail for just £20 and are available direct from MMM or from your local computer store. If you have developed any PD or Shareware material yourself, MMM may well be interested in publishing it. Contact them now! (Tel: 01204 363688 & Fax: 01204 380952.)

PUBLIC DOMAIN & SHAREWARE

Public Domain software is put out by developers who request no fee for their games, preferring to demonstrate their skill for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a Shareware game enough to keep playing it then you should the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

DISC RETURNS

If your disc fails to load, send it to CD32 Disc Returns, Paragon Publishing, St Peter's Road, Bournemouth, Dorset, BH1 2JS and a replacement will be sent ASAP! Don't forget to include your name and address!

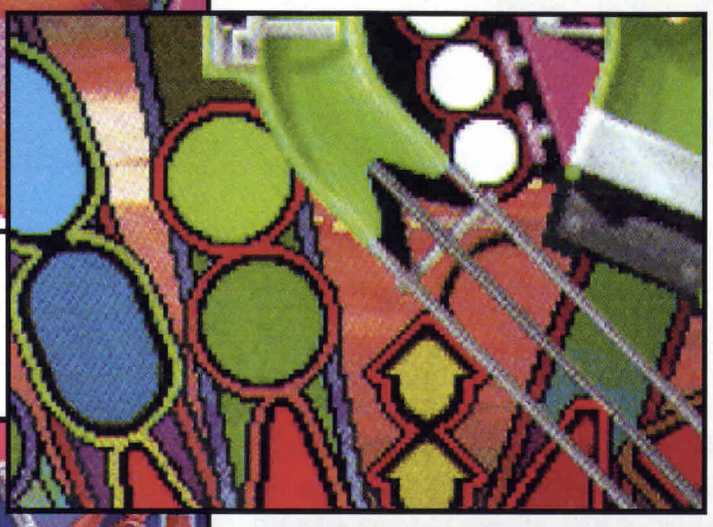
The Fantasy
The Illusion
The Reality

Two new pinball titles stomped into the office and plonked themselves down in front of us with a resounding thud this month. Therefore we've decided to give you a little recap on the two greatest such games to have appeared to date. And a couple which didn't quite hack it to boot. You lucky things!

It began way back in the days when the A500 ruled the roost and the phrase 'next generation' was the exclusive preserve of Cap'n Picard and co.

As each of 21st Century's games was released it became the new yardstick for a genre previously renowned in pixilated circles only for being crap. The first in the trilogy, Pinball Dreams, was to be honest a bit poor. At the time people applauded the super-smooth scrolling, colourful attractive tables and jolly ditties. Unfortunately the tables were rather barren, lacking the features to make it a truly worthy alternative to the real thing. The limitations of the tables only really become apparent once you've played the follow-ups though. Still, four tables meant there was plenty of variety on offer with themes ranging from the wild west to the space race (coo!).

Though dreams redefined computer pinball in terms of polish and presentation it failed to capture fully the all-important feel. A state of affairs rectified in the follow-up. Fantasies took the same format and basic style. Four top-down view tables about three screens in length, then added everything Dreams had lacked. The scrolling was faster, the tunes catchier and the tables well packed with all the ramps, bumpers and targets you could ask for. Well so we thought. Pinball Illusions was the first of the series to be released as an AGA specific game and it shows! Despite there being one less table than before there are probably more features and bonuses to be had in Illusions than Dreams and Fantasies (incidentally the name of compilation featuring the first two games which came out on floppy but not CD32 format) put together. Thumping soundtracks and outstanding graphics — a

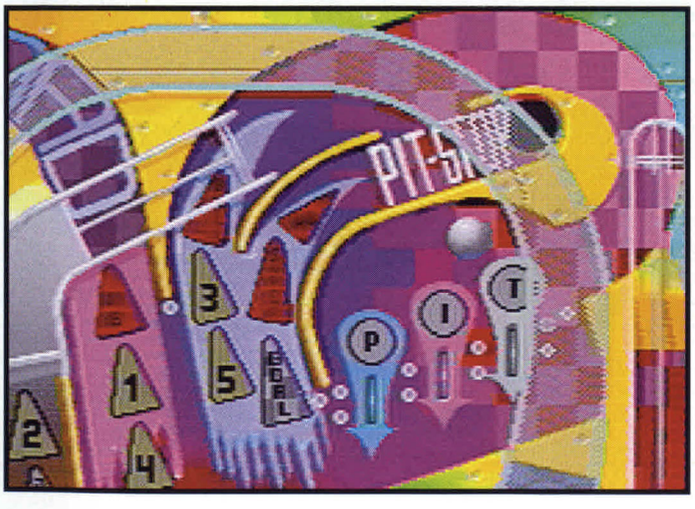


true pinball experience. Illusions also took the series to new heights in terms of presentation. The LED scoreboard packed in loads of nifty animations and even a few sub-games entered by hitting bonuses in a certain sequence. And

that's only the tip of the ice rink(!?).

In case you didn't know there's now a new game on the 21st Century block, but it'll set you back nearly £400! Don't panic. It's nothing to do with new tax legislation on software or anything. Just that the game's only available as part of Amiga Tech's new A1200 bundle. Pinball Mania is its name but you needn't feel to upset it about its lack of CD availability because it isn't actually very good at all. Not so much a step forward as much as a several leaping strides back in terms of, well, everything really. Once more the (four) tables are found lacking in features. The realism of the ball movement which made steady advances with each of the previous games has suddenly become erratically peculiar and basically it's all a bit of a let down. Perhaps there's a simple reason for this. Perhaps the fact the creators of Dreams, Fantasies and Illusions, the regal Digital Illusions, were not involved with the latest project had something to do with it. Just perhaps. A stand-alone version is planned for release but whether or not it makes it onto CD32 has yet to be decided. Major improvements are need if it's to make it all to be honest!

Well that just about wraps up the works of the world's number one pinball simulatory company. Just how do the latest pretenders fair? You'll just have to flip to the review section to find out, won't you? Run along then.



David vs Goliath

It's my party.....and I'll cry if I want to. Yes, this may be a very lame opening to a feature, but it just about sums up how most CD32 owners are feeling right now. Their machine has been pushed into obscurity following the barrage of new machines on the scene and the question on everyone's lips is "Can my CD32 still give 'em a good run for their money?". New contributor Lesley Jordan finds out.

So, they're here at last. Each one professes power that will make your toes curl, graphics to make your eyes bulge and sound tracks to make you grow more ears. Yes, the super-consoles are upon us and don't we know it.

Several companies have released their machines over the past few months, including Sony with their PlayStation and Sega with its Saturn. Both machines are very impressive, incorporating the very latest arcade technology and backed by a barrage of games, including Daytona USA for the Sega Saturn the amazing Destruction Derby on the PlayStation. If you have somehow managed to miss all the hype for these games you must have been living on the moon for the past few months.

All this seems to be leaving the CD32 somewhat in the sidelines. How can the CD32 stand up to this onslaught of mega machines? There's one simple answer; the CD32, if pushed, CAN and WILL produce games of super-console standard. But to make this possible, software houses will have to start to develop for the CD32 again - something which isn't too likely at the moment.

If you study the specifications of the super-consoles, you are likely to come across a few surprises. This is because the PlayStation and Saturn seem to have taken a few leaves out of Commodore's book, using technology that the CD32 has used for years.

Since the birth of the Amiga family, all of their machines have utilised a multi-chip design. This means that a set of custom chips take some weight off of the main processor, taking control of key areas such as graphics and sound. This is what makes the consoles so amazingly fast; their array of custom chips. So far, it has taken until now for the other major hardware developers to catch up with the CD32. Even though many of the older consoles use custom chips in their design, Commodore have been using this technology since day one. Why, then, has the Amiga family of machines fallen from grace?

The similarities do not end there. Both the PlayStation and the Sega Saturn are only 32 bit, just like our own dear CD32. Double speed CD access seems to the norm with most of the super-consoles and guess what, we've got that too! We can also play audio CDs, GCDs (audio CDs with graphics) and photo CDs just like the big consoles. MPEG (or the ability to play video CDs) isn't standard on any of the present machines, but is optional, just like our FMV cart.

The only downfall the CD32 has is the inability to control the audio coming from the CD player. Okay, it can mix audio with sound effect in a limited way, but cannot fade music tracks in or out or produce echo like the PlayStation can. This adds realism and atmosphere to its games, such as echoing the CD sound track as you pass through the tunnels in Wipeout. The lack of stereo channels on the CD32 is not such a loss. The

Despite its undoubtedly superior power as a games console the CD32 has largely had to make do with traditional 'computer' games. Had Commodore not had there problems it's likely more CD-specific titles like Microcosm would have been forthcoming. Unfortunately the likes of Mega Race and Novastorm never happened.

PHILIPS CDI

Phillips' entry into the interactive arena has largely ignored the arcade side of things and concentrated more on classic puzzlers (7th Guest) and cinematic adventures (Burn Cycle). High cost and the low mainstream appeal of many of its titles have proven to be its Achilles heel.

Playstaion has 24 and the Sega Saturn has 32 were as our machine only has four. If these four are used cleverly, however, the difference is almost indiscernible within games. Who needs massive of audio channels? Not us!

Games often make or brake a new platform, as can the size of the user base. Luckily, both these are well established on the CD32, with over thirty thousand units in use in the UK and a wide range of games readily available. Admittedly, these are mainly made up of ports from the 1200. New games are hard to come by on the CD32; a lot of the developers have trouble programming for the machine as Commodore were reluctant to release many guide lines or reveal what their new machine was capable of.

Both the Sega Saturn and the Sony PlayStation use third-party development systems (usually based around a powerful Pentium PC and some clever electronics) that developers use to programme new games. On the CD32, things are much harder. The CD32, although much unused, does

SONY PSX

have a texture mapping facility. When used this can create graphics like the tunnelling affect seen on Gloom, the recently released Doom clone. This technique is used frequently on the PlayStation and the Saturn and used a little more on the CD32, it could enhance games to the point of giving the new giants a run for their money.

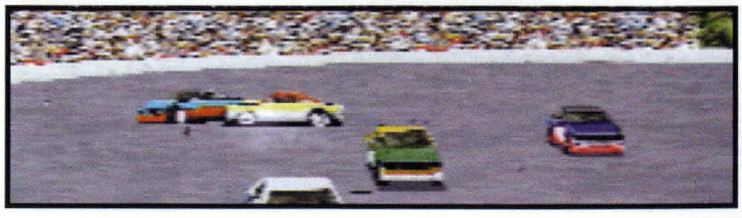
Every console fanatic loves machine statistics, so the table on these pages will give you some idea of what each machine is capable of. From the head to head table it is obvious that a few of the new consoles have an advantage, but older ones like the CD I, are lagging behind the CD32. Lets face it, the CD32 is getting on a bit now and has been around since 1993 and is still just managing to hold it's own with even the newest machines. If Escom want it to stay that way then I'm afraid that the CD32 is not the long term answer. Maybe CD64 would be the next step? There have been rumours that Escom are thinking about releasing an updated CD32, but that is only speculation and Escom have pulled a few surprises in the past, haven't they?

In the mean time, I would like to see developers persevering on the CD32. It still has some life in it yet and could still give the consoles a run for their money. In the not to distant future we would all like to see games akin to Ridge Racer and Virtua Cop on the CD32, or maybe ports of similar games off of the PC, but this is all down to the publishers and developers getting together an seeing that there still is a market for CD32 games. This could be the easiest and quickest way for software

Stunning games like Destruction Derby have fired the public's imagination and helped make the PlayStation's launch the biggest event the industry has seen in recent times. Years of research and shrewd marketing make it a formidable player in the field.

houses to show the potential of the CD32.

So the CD32 isn't here forever; no machine is, come to think of it (How many people do you know who still use a Vic-20 or Spectrum?). Just bear in mind where the consoles of today maybe in two or three years time. There has got to be losers for there to be winners so it's up to Escom to realise what they've got and get things right for once.



CD feature

3DO

3D0 was the first of the next generation of games machines to go on sale. Its unprecedented franchising strategy made it an interesting prospect but Sega and Sony have eaten up much of its potential development support. The new M2 could give it a new lease of life but it's going to be tough.

SEGA SATURN

Sega have been stung by Sony in the first battle of the Titans following the demise of 16-bit gaming. Their insistence on pushing other hardware platforms (Mega-CD, 32X etc...) has meant too little time being spent on Saturn in terms of both hardware development and marketing push. Could flop big style!

Neo-Geo has never been a widely used system simply because of the price. Carts will set you back up to 300 notes for games which, in these enlightened times, look dated to say the least. The hardware is identical to that contained within the countless SNK arcade machines you see but would never consider playing.

NEO - GEO

HEAD TO HEAD TABLE

Specifications:	CD32	Saturn	PlayStation	3D0	CD-I	NEO-GEO
32 Bit 64 Bit	Yes No	Yes No	Yes No	Yes Add on	Unknown No	No (16 bit) No
Processor type:	68020	RISC	RISC	RISC	68070	Custom
CD Drive Speed:	150-350k	150-350k	150-350k		170k (1)	170k (1)
Sound:	4 Channel	32	24	Unknown	8 Channel	13 Channel
FMV	Optional	Optional	Unknown	Optional	Optional	No
Max Colours:	16.7	16.7	16.7	16.7	16.7	4096
Memory:	2meg	2.5meg	3.5meg	3meg	1.5meg	2meg
Resolution:	1024x512	1024x512	1680X860	640x480	768 x 560	Unknown
CPU Speed (MHz)	14	14	33	12	15.5mhz	12mhz

Get Connected

Having the right connections.

I know the feeling! In one corner you've got your CD32 with piles of CDs from coverdisks and programmes sitting there containing all those great utilities, demos, pictures and anims. In the other corner is your A1200 /A500 /A2000 / PC etc, and all you want to do is get a couple of files off the CD and onto your hard drive.

So, where do you start! Well there are a few options open. For those with a SX-1 expansion, files can be copied directly to a floppy or hard drive joined to the SX-1. For those with a Zappo, Squirrel or SCSI CD drive connected to an Amiga, again the programme transfer is achieved simply by using a file manager. Problems really only begin when you have two separate machines because they need to be linked via a cable and some coms software!

We are going to deal with this problem by looking at three commercial alternatives. I draw your attention to the word 'commercial' because although it is possible to make your own connecting lead, unless you know the pin-outs of both machines, can construct a small circuit board, are good at soldering, and have the relevant software, it's really not worth the bother!

Weird!

The first 'volunteer' is an old set-up that has been around for a year or two now called 'Network CD'. 'Network CD', is available as you read this but I'll deal with that one later and start with this one.

So to continue with 'Network CD 1', and cable from Weird Science. This is a serial cable about four foot long which plugs into the small socket on the left of the CD32 (the keyboard socket) and, luckily, has an extension lead to enable a keyboard to still be used. the other, larger end plugs into the serial port of whatever computer you have. Simple so far.

Important!!! Remember to turn your machine off before connecting or disconnecting ANY leads. It is very, very easy to blow one of the CIA chips, and, especially with surface-mount technology, repair comes at a high price.

Moving onto the CD itself. The programme included to link one machine to another include SerNet, ParNet, NComm, Term and Twin Express. Of which only ParNet requires a different lead, and unless you have an SX-1 you don't have a parallel port (on the CD32) to connect it to anyway. The two I am interested in are SerNet and Twin Express. I'll deal with SerNet first.

Supplied with the cable and CD is a floppy disk which has an installer for SerNet and ParNet, a Twin Express archive plus a few extra utilities. All these are available from any Public Domain library but useful to have 'on hand' to save any hassle. So with the cable connected, SerNet already on the CD, all we have to do is install SerNet on our machine. initially this will be an A1200.

I inserted the floppy, ran the Install-SerNet programme with apparently no problems. Then tried to run it from my hard drive. guess what! It didn't work. Didn't do anything. Didn't connect. Typical! So the next thing to do was run 'SnoopDos' before SerNet to see if it could tell me anything. Restarted SerNet, it failed again, but SnoopDos indicated that it couldn't find the 'Dres. library'! Checked the floppy, Dres.library was there, checked the hard drive, wasn't on there, so I copied it over manually. I then checked the installer script, it was supposed to copy the library over but for some reason it didn't! Being rather perplexed by this I installed SerNet on another A1200 and the same thing happened. Didn't copy the library. Weird stuff from Weird Science!

Anyway this didn't help when I tried it again after much searching of the floppy and the CD and to cut a long story short I discovered the serial preferences on the CD aren't the same as the default serial preferences on Workbench. I had to change the hand-shaking to none. Maybe I should have checked them first but why didn't someone say something? How is someone unfamiliar with the workings of computers supposed to handle this kind of thing? This is the sort of stuff which happens to PC owners!

Back to my machine, started SerNet again, and what do you know? It launches its opening window. Hurrah... with hope in my heart I started it on the CD. Yeah. Now we're getting there. Mount both machines as remotes and, surprise surprise, we have a connection. Marvellous. Operation complete. Files transferred. Smile on face!

Trouble in storage

The smile didn't last long. I progressed onto my A2000, inserted the floppy and installed it with no error messages. I verified the Dres.library had been copied (it had), altered the serial preferences and launched SerNet. I don't believe! The first window is okay, but when I tried to mount the remotes there was an error on the CD32 screen asking me to insert a disk called RamInfo! Admittedly after cancelling it six or seven times it went away and the link was installed, but what's going wrong?

Investigation of the 'mount remote' file on the hard drive revealed that the script had been typed wrong and part of the line should have been 'Ram.Info'. For the omission of a full stop the beginner has to

cancel an annoying requester every time they want to use SerNet. Surely this should have been spotted before the disks were duplicated.

With the link established I copied a few files from the CD to a hard drive and compiled a chart of results. The most striking fact to be derived from this chart is that SerNet is slow. Very slow. Slower than a heavily sedated slug! Around ten minutes to transfer a 1Meg file. I don't know about you but I've got better things to do with my life than wait for that. So we'll try Twin Express.

Twice as fast?

Twin Express is a single file (but it does need its icon) which is ready to go on the CD. Double-click on it and in seconds it opens a window waiting to connect to another machine. However on the floppy it's archived with Lha. Unpack it onto your hard drive ASAP then simply run your newly installed Twin and, overwhelmingly, you're connected. No messing with configs, remotes or anything else. Great stuff!

Unfortunately for some this is a CLI based connection. What this means is that you are going to have to type all the commands you want to perform into the twin window. Not as bad as it seems. There are examples available by typing help but the two most common will be 'Dir' and 'Copy'

These take the format of...

Dir -:... to list the CD's contents

Copy -:drawername/file DH0:Stuff ... to copy a file

This is still not the fastest way to connect two machines but is a dramatic improvement over SerNet in terms of transfer times. Check the graph. The file that took ten minutes with SerNet took two minutes with Twin. What more can I say!

Next up is the Alamathera system which is comprised of the serial cable (better build quality than Weird Science's), a floppy with an installer for SerNet and the CDPD4 CD which boots up much faster than Network CD 1.

The installation from floppy to hard drive was painless and keeping in mind my mistakes with the serial preferences previously, I checked the settings on the CD. However reading the 'read me' file on the floppy, Alamathera stressed several times the need to change your prefs and what to change them to. Brownie points awarded there. Double-click on the 'TurboSerNet' on CD and hard drive and you're away. I don't believe it — first time connection! Things are picking up. Yep, transfer initiated. Files received. Job done! It almost makes you feel good to be a reviewer (but not quite). One thing to note is they've tweaked SerNet to run faster than the Weird Science version. Any speed increase here is a big bonus. These things can never run fast enough!

With SerNet sorted I thought I'd try Twin. Hang on — where is it? Ah — buried within four directories, not even under the comms drawer. Never mind. It's there and it's still faster than this version of SerNet , unfortunately you still need to type. So, overall, an improved performance almost everywhere. This is definitely the better of the two CDs with a more recent collection of software included but not as many programs to get you connected. Is this a problem? I don't think so.

Even more Weird

Now it's time to tell you of 'Network CD2'. The brand new networking disk from Weird Science.

I'm not quite sure they've done it, but SerNet and Twin will never be the same again! The way they are implemented on this disk is a tremendous advance over everyone's previous efforts. It really is clever. Let me explain.

The kit's comprised of the standard serial cable, a Network CD and a floppy disk. The CD boots faster than any other networking CD (another place where speed is always appreciated, and looks like any other Workbench- type disk.

The floppy installed SerNet with no problem and also a little program called 'Remote Sender' which is the heart of the new set-up. Double-click on this icon and a bank of options appear in a table.

The options of interest here include, starting SerNet at four different speeds and starting twin. If you haven't got Twin on your hard drive then you start SerNet. So pick a SerNet related button and it will load up on your Amiga. Magically it will automatically load on your CD32 as well. Smart, eh?

Deciding on which speed to use is a matter of trial and error. At the higher speeds (e.g 115, 200 baud) it can be unstable on some machines, but fine on others (it depends on your cable length, proximity to other electrics and your own machines configuration as well as the unreliability of the SerNet itself). So pick one and try it, if it does crash all the time, go to a lower speed.

Anyway, once it has started you'll be amazed to find that if you move your mouse off the right hand side of your A1200 screen, it will start to move the cursor on your CD32 screen! So now you can control the CD32's Workbench with the same mouse as your A1200. Also, and probably more surprising, is the fact that whilst you are controlling the CD32 side, whatever you type on the A1200 keyboard, is actually being typed on the CD32. So, you can enter file names, etc. with no problem at all. Then, when you're done with that, move the pointer back again and it returns control of the mouse and keyboard to your Amiga. Great idea and should solve a few problems for a lot of people.

Connecting Twin to Opus

On this Weird Science disk is the set-up for getting Twin to work through the normal Directory Opus interface. With an assign, or two, some manipulation of the buttons in Opus and a bit of luck you can get the directory listing of the remote CD in an Opus window. This is not the work of Weird Science themselves, but a PD author, when it's running it's very user friendly and I would advise anyone to use this option above all others.

Finally

It must be said that the 'Network CD2' by weird Science is the best option overall, however the Alamathera offering is better if you want stuff to get you connected to the Internet. The original Weird Science disk (Network CD1) shouldn't even be considered, you may find it difficult to get now anyway.

So my recommendation is, get Network CD2, use Twin, use Directory Opus and everything will be fine.

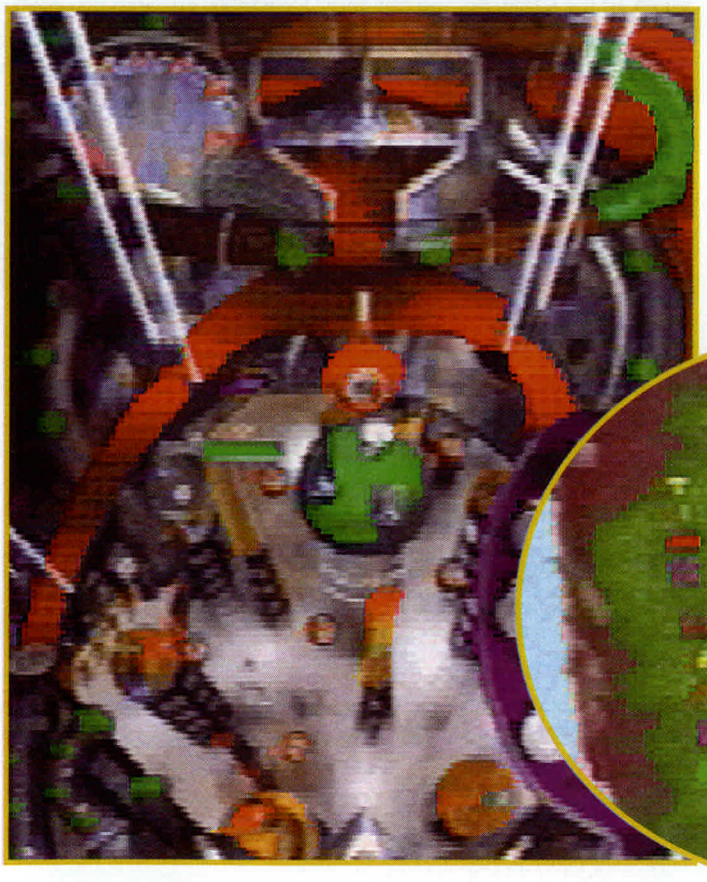
Pinball Prelude

What is it with pinball at the moment. Two brand new flipper-bashing efforts this very issue. However while Thomas is, as you might expect, aimed more at the younger player, this one from Effigy is definitely a more serious simulation.

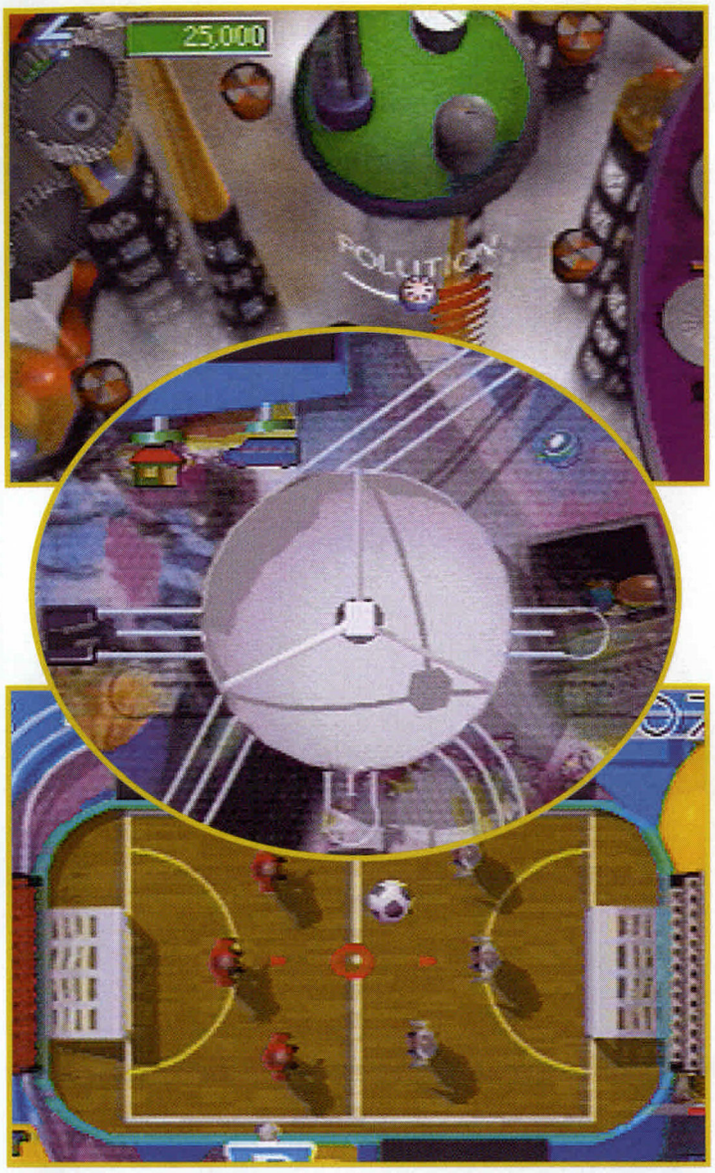
I must point out this is a review with a slight difference but I'm saying no more at the moment. More of such things later on...

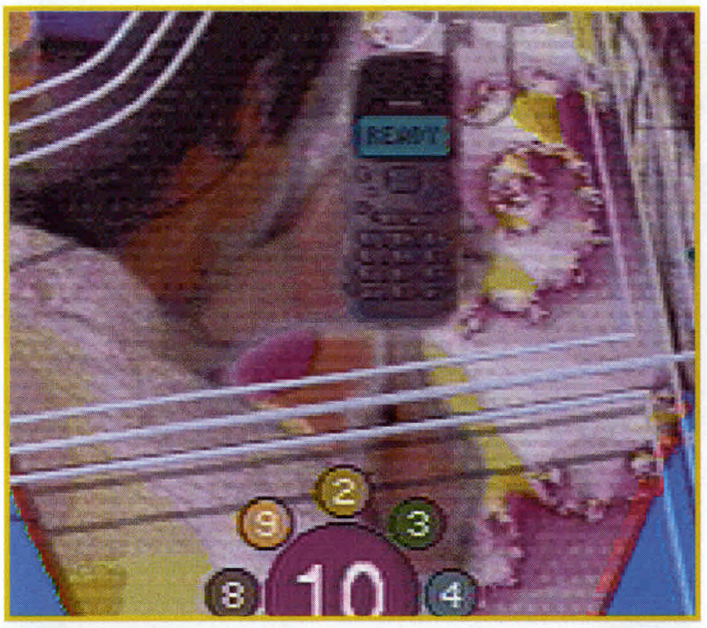
There are three tables to choose from, all with an ongoing theme — past present and future!

For the sake of chronological neatness let's start with the past. The centre of the table is dominated by a Triceratops but at first there doesn't seem to be much else going on. However a little play soon reveals plenty of disguised or hidden ramps and flippers. There's some humour as well, like when you hit the ball into the Triceratops' mouth. There's a munching sound before the ball re-emerges from his back-end accompanied by a raspberry noise. Call it juvenile, but the Gamer Gang were in fits! Of course there are all the standard targets and bumpers but neat little touches keep it fresh and alive. For example the flippers are shaped like cavemen's clubs and the left hand ramp is a white water rapid ride. Watch the ball gurgle its way down, bobbing and bashing against rocks. Well cool. On the whole though it does give a slight feeling of emptiness a few more features would have helped to alleviate.



Present is the most 'traditional' table of the three. It's covered in icons of the '90s. A satellite dish, mobile phone, that sort of thing. All can be activated and used in certain ways to gather points. You





can even visit a football match! Present has a much busier feel to it than past and play's in a similar way to the 21st Century games which have for so long ruled the pinball roost.

The future table once more departs from the norm with light sabres for flippers, of which there are an incredible five in all!

Obviously comparisons with Pinball Illusions are inevitable but PP has enough novelty for you to give it equal regard. Instead of trying to simulate an arcade table accurately it uses certain artistic license to add to the overall experience. A three ball multi-ball is included. When engaged, as in Illusions, the table switches to zoomed out hi-res mode so you can keep track of all that's going on.

A feature not seen elsewhere is rubber ball mode. The standard ball-bearing is replaced by a powerball which zips and pings from barrier to bumper so fast your eyes end up turning cart-wheels trying to keep up. Engage rubber ball and multi-ball at the same time and you can imagine the chaos!

The tables are bigger than those in Illusions. 21st Century's games just scrolled up and down but PP's tables go left and right as well making them about a screen and a half wide.

My personal favourite is the present with its neat samples and scoring ramps (I likes ramps, me) but the overall feeling is of great variety. A definite plus with a pinball game. I wouldn't say get Pinball Prelude ahead of Illusions but I would say it's well worth having both titles as this provides a quirkier perspective on the popular pub pastime.

Now then. I mentioned earlier this was no ordinary review and indeed it isn't because you see Pinball Prelude is not actually available on CD32 at present. Only A1200. So here's the deal. After nattering with Effigy's Ian Jenkins He informed me he'd be more than happy to distribute the title on CD if the interest was there. That's where you lot come in. If you'd like to see this excellent title on everyone's top CD format drop Effigy a line and let your feelings be known. If interest is sufficient there'll be a CD version available in a jiffy.

Write to:

Effigy Software, Effigy Emporium ,Station Yard

Station Road, Ruskington, Sleaford, Lincolnshire NG3 9HL

Alternatively give them a ring on 01526 834 020.

Well, we've done our bit. Now it's up to you. At the moment we need all the support we can get so don't let this opportunity slide. It could also mean more titles in the future coming to the format so get ringing, writing, or whatever. Mr Jenkins is waiting!

■ PUBLISHER: Effigy ■ PRICE: £ TBA
■ DEVELOPER: In-house ■ OUT: TBA

Profile

1	PLAYER
3	SKILL LEVELS
✗	SAVE POSITIONS
✗	CD32 Enhanced Possible

GRAPHICS

SOUND

GAMEPLAY

PROS: Three hugely varied tables. The multi-ball and rubber ball options are brill and the overall feel is one of polished playability and fun.

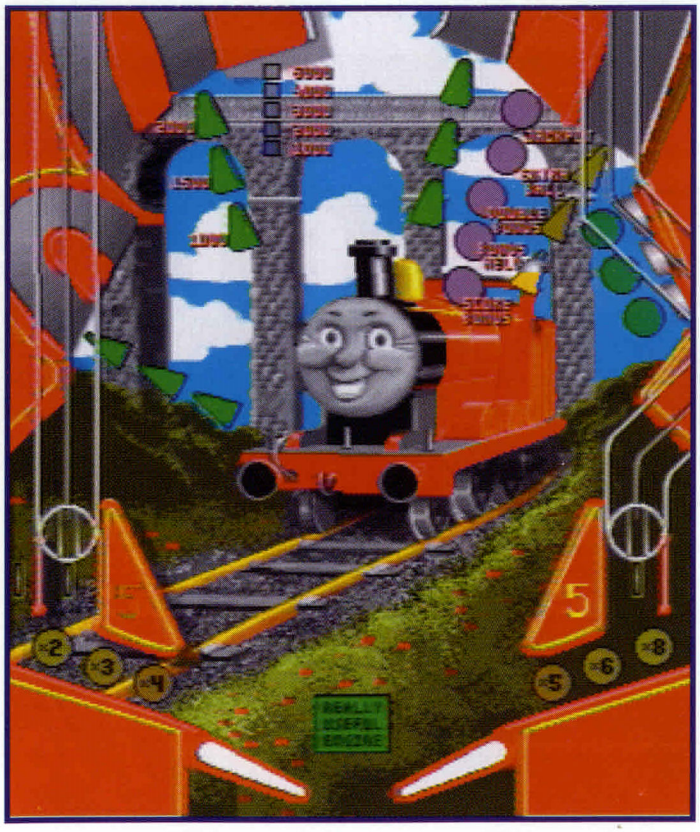
CONS: It's not available for CD32 yet. You know what you have to do.

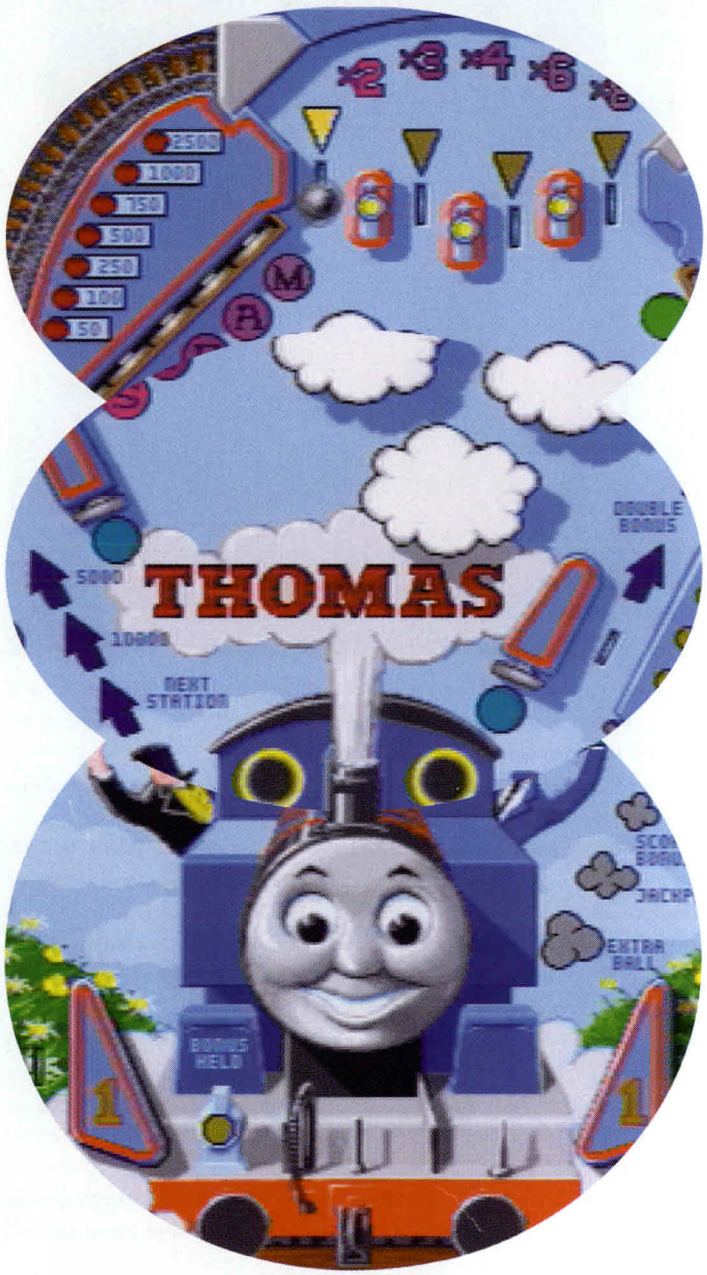
89%

Thomas Pinball

Following the lead of 21st Century, Alternative have lived up to their name, with the release of their, erm, alternative pinball sim, Thomas Pinball. Yes, that's right, Rev Awdry's shiny, blue-coated steam-engine has finally arrived, with his very own game on the CD32 (and, thankfully, Ringo Starr's no-where in sight!)

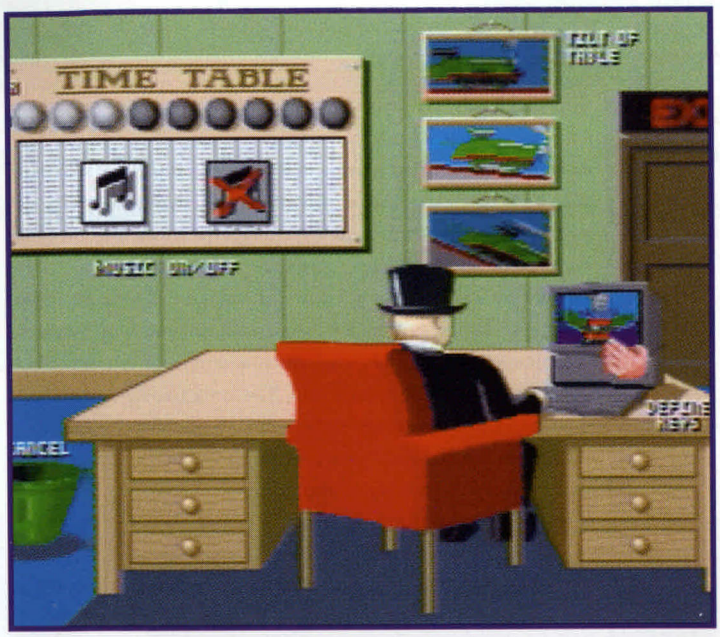
Bashing a ball-bearing around a rectangular table doesn't sound like much of a concept for a game, yet this is, in essence, what pinball is all about. So, what is it that turns this simple concept into the challenging and addictive game we all love to play? 21st Century seem to have found the answer in their hugely successful double bill, Pinball Fantasy and Illusion. By mixing beautiful graphics with tables full of features, hidden bonuses and loads of ramps they conjured up a game that challenged players skills, timing and reflexes to the limits.





Thomas Pinball though, is no Pinball Illusion, but then, to be fair, it never tries to be. It's more one of those games that's most useful when: a) you have to win the favour of a particularly difficult child, or b) you want to get the whole family around the computer at Christmas and get everyone, from granny, to nephew, playing. Older

gamers looking for a serious challenge should immediately take note of this, but parents after a bit of peace and quiet in the new year should read on.

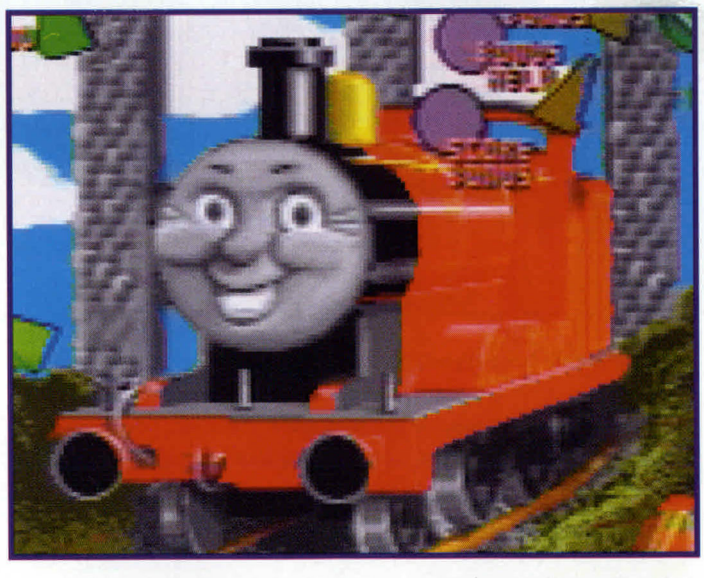


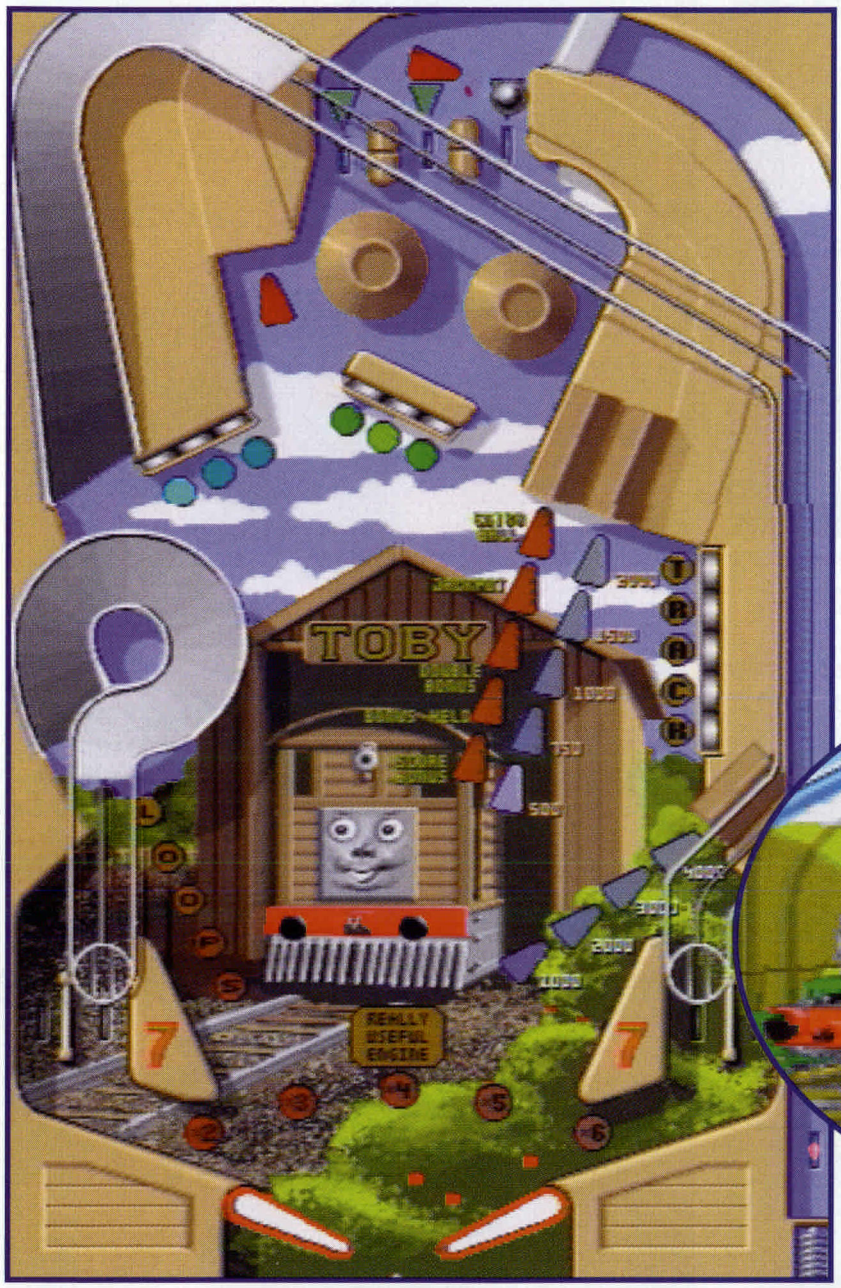
THOMAS THE TANK ENGINE'S PINBALL

THOMAS		JAMES	
TOM.....	50000	JMS.....	50000
TOM.....	25000	JMS.....	25000
TOM.....	10000	JMS.....	10000
TOM.....	5000	JMS.....	5000
PERCY		**TOBY**	
PCY.....	200000	TBY.....	200000
PCY.....	150000	TBY.....	150000
PCY.....	100000	TBY.....	100000
PCY.....	50000	TBY.....	50000

Thomas Pinball offers players the choice of four themed tables — the theme obviously being Thomas the Tank Engine and his mates Percy, Henry and James. These pin-ups of the railway line provide the background to each of the tables. Bearing in mind the game is essentially designed for kids, Alternative have made the tables resplendant in glorious, bright colours to grab the attention of even the most impatient child. Added to this is the catchy theme tune from the TV series, so kids immediately feel at home with game and comfortable in its surroundings.

As the star of the show, it would be natural to think Thomas would be the most imaginative and challenging table of the four, but, alas not. All the tables have been simplified to ensure maximum playability for youngsters, but Thomas' table has been taken to such an extreme of simplicity, that its barren, featureless wasteland makes it almost unplayable. There's a few lights to aim for and a couple of tunnels, but no ramps and little in the way of special features.



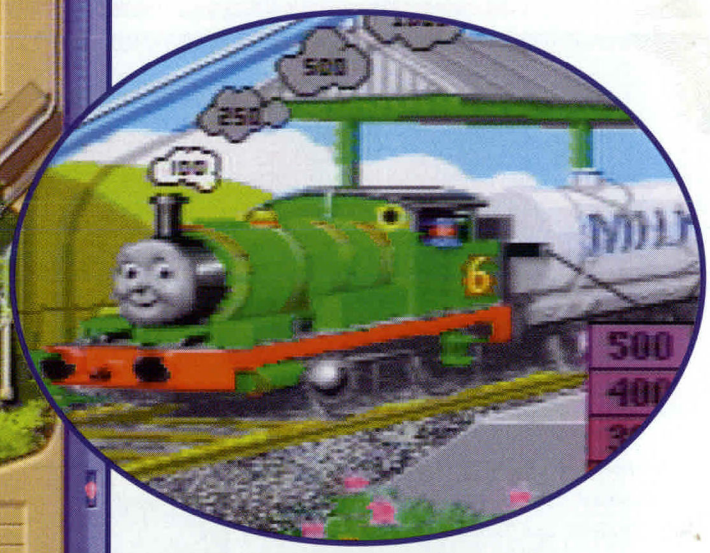


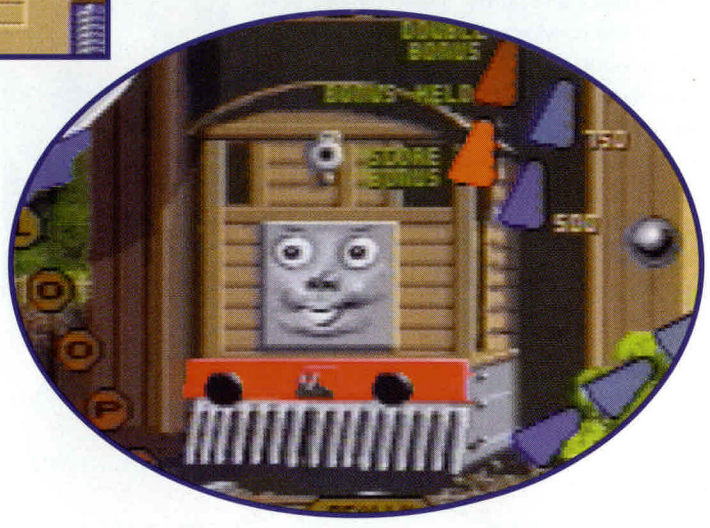
time the ball goes whizzing out of play.

For any adults, or serious gamers who do decide to flex their flippers on this game, there's three difficulty settings that help to create more of a challenge. Unfortunately, no matter what difficulty setting the game is on, the limited number of features drastically shorten the lifespan.

What Rev Awdry would make of the game, I've no idea, but as far as the graphics go, he could have no complaints. Thomas and his friends look outstanding and the scrolling is as smooth as a baby's behind. The only possible criticism is that the flippers seem to be a bit sticky and the ball is a bit heavy, but neither have a drastically detrimental affect on the overall playbility of the game.

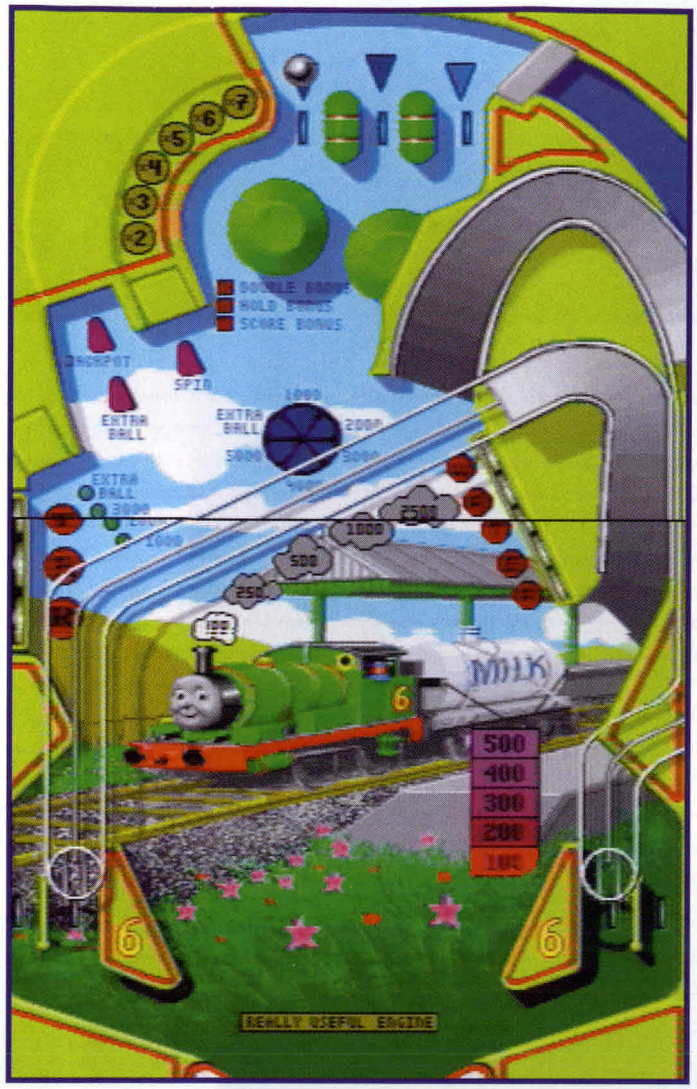
Overall, Thomas Pinball achieves exactly what it sets out to do and that's to provide a game that the whole family, especially kids can play — and with up to 8 players this is a real possibility. Serious gamers though, who are looking for an entertaining and challenging game, are better off looking for something else. Pinball Fantasies and Illusions immediately spring to mind.

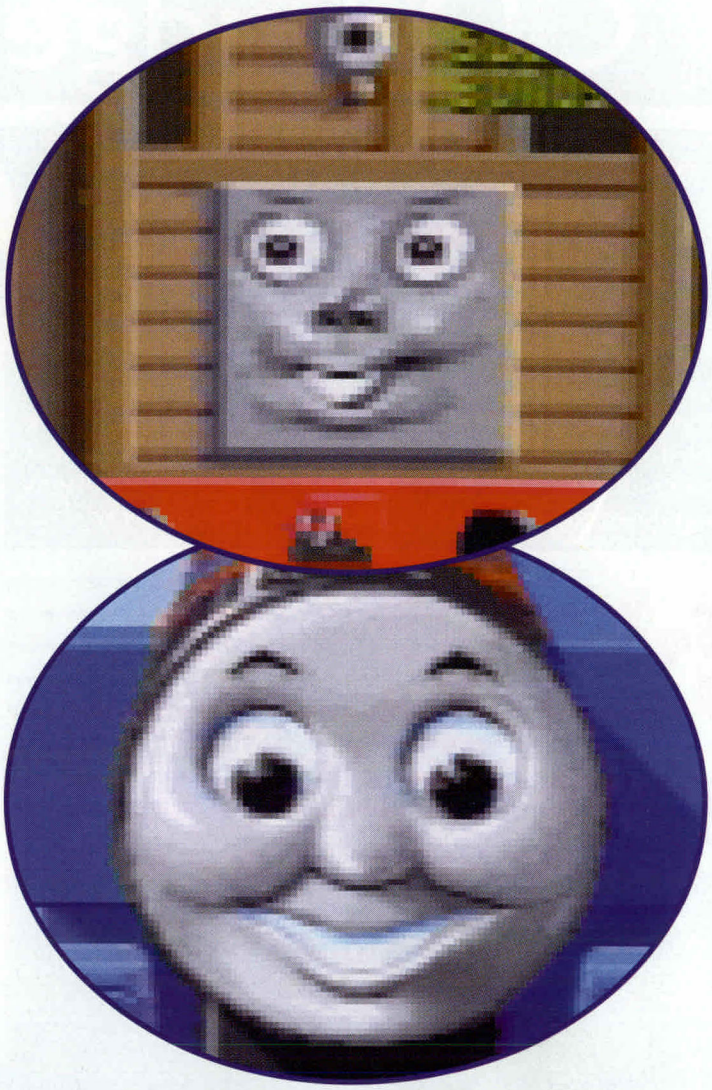


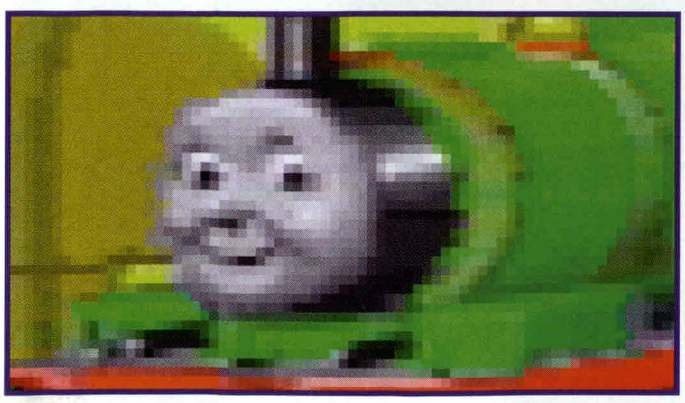


Percy's table fares slightly better, with a couple of ramps added to the usual array of lights, tunnels and so on. Toby is much the same, whilst James boasts probably the best table of the lot. Featuring loads of ramps that require some skillful timing and aiming of shots to hit, there's a decent enough challenge here to keep kids entertained. Even more adult gamers may find this table testing enough to get several hours of enjoyment out of, although don't let anyone see you!

In view of the targeted age group, it's not surprising to find that none of the tables have side gutters. This means the ball can only be lost down through the middle of the flippers. Even then, there's a rebounder handily positioned underneath these to make it even more difficult to lose the ball. This helps ensure that even the most hapless child, should be able to get some decent play-time out of every game. It also helps prevent that frustration pinball can so easily cause every







■ PUBLISHER: Alternative ■ PRICE: £24.99
■ DEVELOPER: In-house ■ OUT: Now

Profile

1	PLAYER
3	SKILL LEVELS
✗	SAVE POSITIONS
✗	CD32 Enhanced

GRAPHICS

SOUND

GAMEPLAY

PROS:

A smooth, enjoyable kids game that's brilliant for keeping them quiet.

CONS:

The lack of depth and variety limits the games appeal to more serious gamers.

78%

Tower Assault

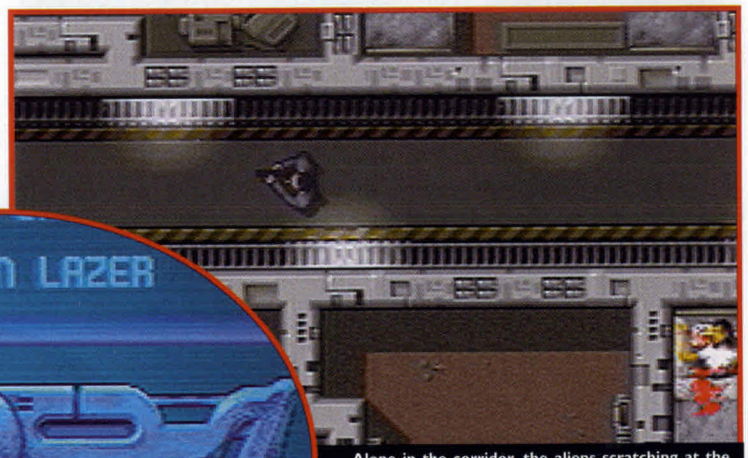
First they simply bred. Then they had a special edition. Following that was a full blown sequel. A towering third instalment was the prelude to the little blighters going all 3D on us. Now they're back in two dimensions and down to an unfeasibly affordable price. Hurray!

No edition of CD32 Gamer would be complete without at least one Team17 game reviewed and this month is no exception. Though it nearly was! Only at the last minute did we hear news that everyone's fave xenophobe-fest was to be re-released at the excessively paltry budget price of thirteen quid. Thirteen smackers for this feast of violence, gore and mutilation! Honestly folks, you can't go wrong. At full price it earned total recommendation. On re-release, even if you missed it first time around you have no excuse now.

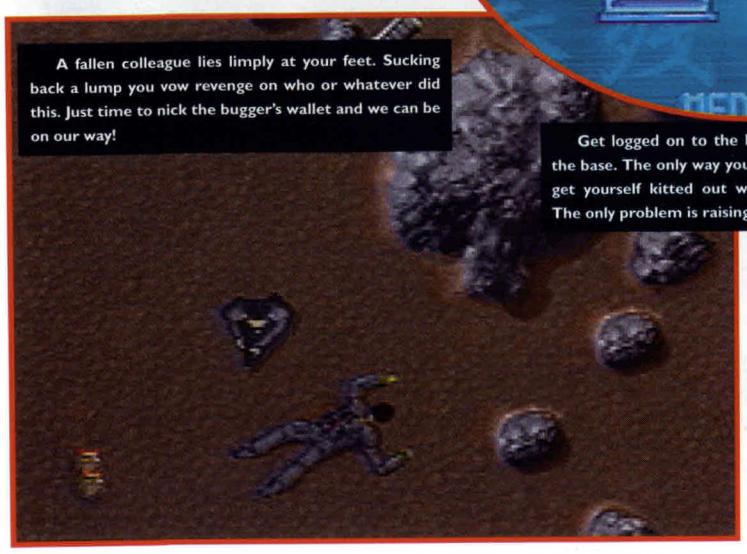
Everybody's familiar with the Alien Breed format. Well, as it was before AB3D arrived. Gauntlet, Chaos Engine, both top-down shooters in a similar vein. What lifts Tower Assault, overly toothed head and sinewy, spiny shoulders above the rest is the outstanding sense of freedom. Previous Breed outings were very linear in layout. Complete one level to move onto the next and so on. All very well for a mindless blast but it's as if you're being told what to do and just following instructions. Tower Assault plays in this respect almost like an adventure. Reading smartcards and logging onto databases gives you clues about what to do next as well as telling the story of what occurred on the planet of Azarin 2E.

For anyone unfamiliar with the background, it makes all the right Aliens noises. Military cruiser on routine patrol receives garbled SOS from isolated scientific colony. All further attempts to establish contact fail. Cruiser assigned to investigate. Launches landing party, all but one of which is wiped out by the bases malfunctioning defense lasers before they even set foot on the ground. Sole survivor (or sole survivors in simultane-

The foreboding towers rise from Azirin's desolate surface. An iron constitution and a set of bicycle clips are all that stand between glory and acute embarrassment for our intrepid hero.

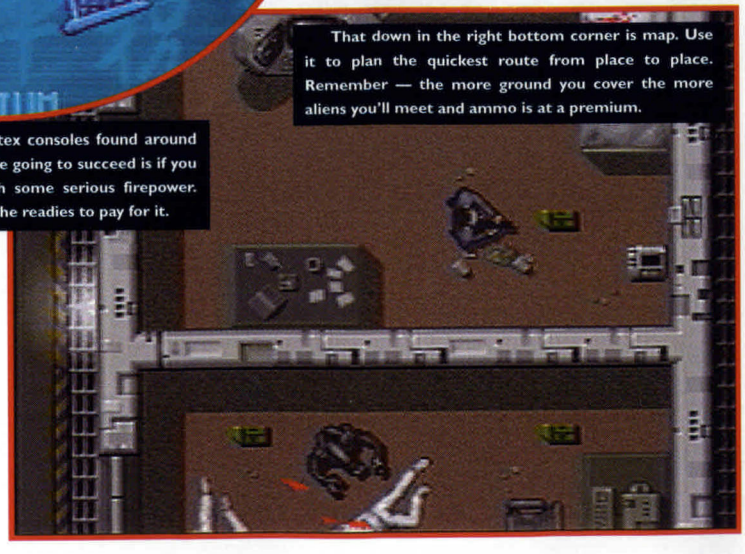


Alone in the corridor, the aliens scratching at the walls. It's time like these a life spent working in a post office seems infintely preferable to your chosen profession.



A fallen colleague lies limply at your feet. Sucking back a lump you vow revenge on who or whatever did this. Just time to nick the bugger's wallet and we can be on our way!

Get logged on to the Intex consoles found around the base. The only way you're going to succeed is if you get yourself kitted out with some serious firepower. The only problem is raising the readies to pay for it.



That down in the right bottom corner is map. Use it to plan the quickest route from place to place. Remember — the more ground you cover the more aliens you'll meet and ammo is at a premium.

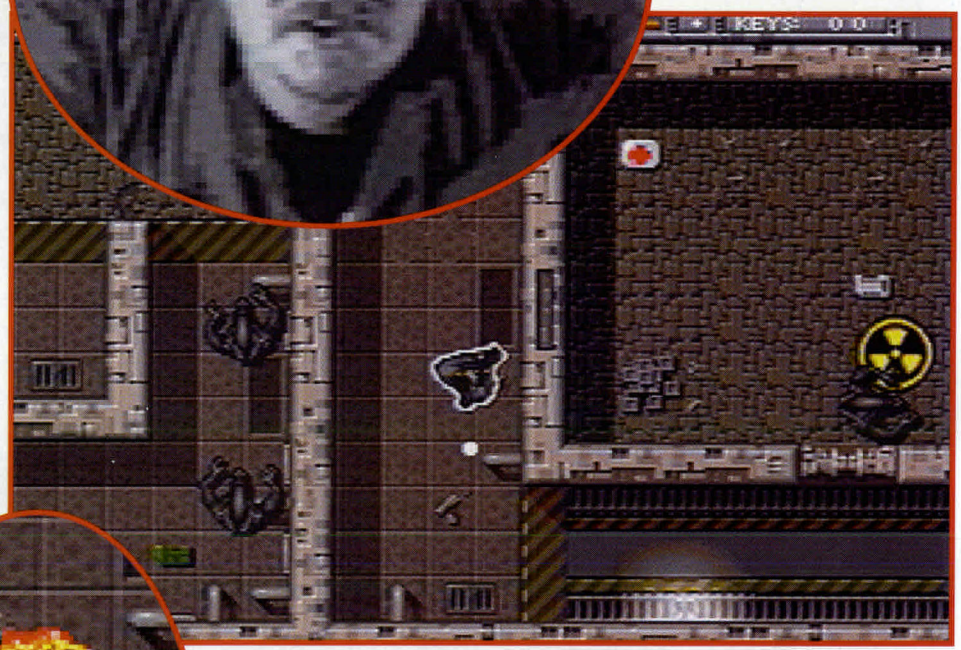
ous two-player mode) yomp into action, finding the base filled with dead bodies, distant screams and swarming alien vermin.

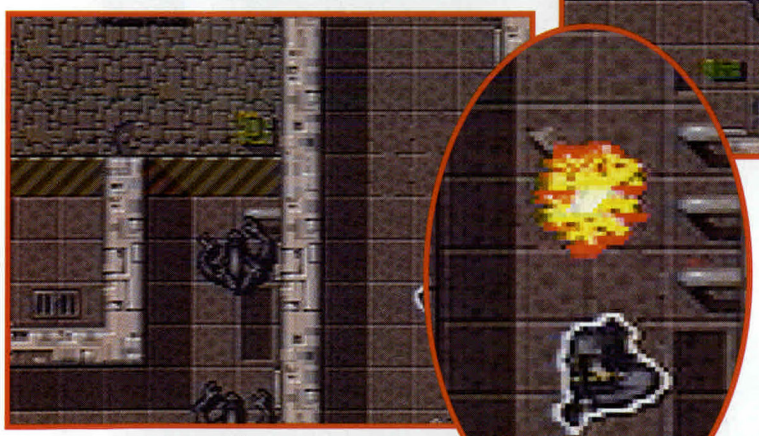
Movement around the base and complex is not set out in regimented fashion though. The game world's divided into areas. These can be outside in the colony grounds or a level of any of the five towers. Each has several exits leading to diffent bits giving you almost unlimited choice of path to the final showdown.

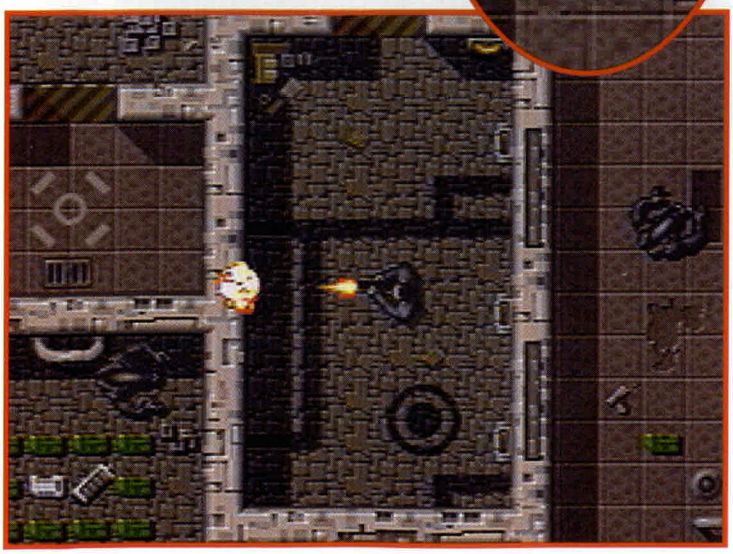
Loads of hidden areas and bonuses are around to be picked up so it pays to scour each section thoroughly before you move onto the next. Believe me, you'll need all the extras you can get the further you progress. In fact TA's one fault, such as it is, is it's tough. Perhaps a bit too hard for it's own good — but at least you know you're getting a lasting challenge. Passwords pop up just often enough to keep you at it anyway so don't be too frightened.

Veterans of earlier Breed games will recognise the cool self-destruct bits where you have to get off the level before it blows. Complete with emergency lighting and screeching klaxons. Then there are the dark levels. Power's out in certain sections of the base and your only aid to visual is a barely adequate flashlight. All you can see of the aliens are their sinister blue eyes glowing eerily in the dark.

Come on. You've all read this mag for long enough. You all know how much I like this game. At the new price it's a steal and anyone who doesn't take advantage deserves to have a spiky conker case inserted under each eyelid. And I haven't even mentioned the brrrrilliant rendered intro yet...







■ PUBLISHER: Team 17 ■ PRICE: £12.99
■ DEVELOPER: In-house ■ OUT: Now

Profile

2 PLAYER
2 SKILL LEVELS
✓ SAVE POSITIONS
PASSWORD

PROS: Great atmosphere, loads of action. There's an enormous challenge on offer for the hardest of space hard-nuts and a surprising amount of strategy as well.

CONS: Might be too tough for the easily antagonised. Er... I can't think of any more. Sorry.

GRAPHICS

SOUND

GAMEPLAY

93%

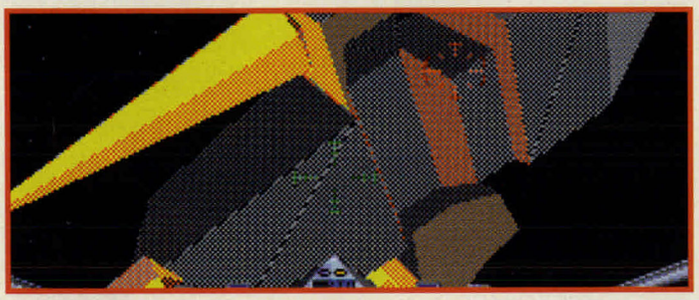
Star Crusader

Last month this baby scored a massive 95%. Not surprising considering it's massively good and massively, er... massive! That's why, prompt as ever, we're here to provide you with a beginners guide to get you started in your career as Imperial conqueror or rebel activist. The choice yours...

SHIPS

Scorpion

Speed and manoeuvrability are the watchwords here. The Scorpion is the Gorene's best fighter for ship to ship combat. However less experienced pilots might feel a little aggrieved at the lack of torpedos. Just eight so use them sparingly. More skill is involved for picking off enemy craft at close quarters.



Liberator

A good all-rounder, the Liberator's a more heavy duty machine than the Scorpion. It's greater torpedo compliment gives it the capacity to knock out heavier vessels as well as a useful long range weapon against nippier fighters,

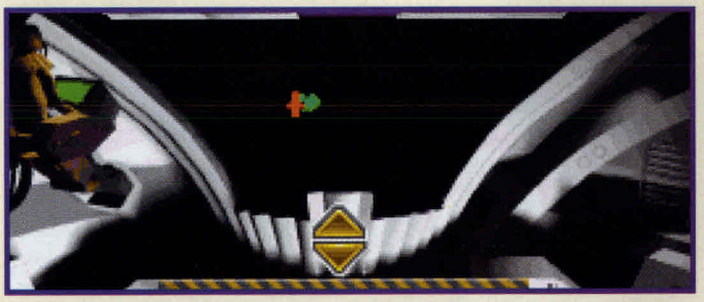
Intruder

This one only comes out for the softly-softly missions. It's equipped with a stealth capabilities and needs them as the protection afforded by a single pulse laser isn't that effective. Only your skills as a pilot stand between glory and a sticky end.

WEAPONS

Lasers

The mainstay of any good sci-fi offensive, lasers come as standard on all ships, though not in equal abundance. The Scorpion has six, the Liberator has three and the poor old Intruder has two. Being unguided means quite a lot of skill is required to make good use of it against small, fast moving ships. For a start there's no point in firing when not in range (about 0.5 km). The red lock-on crosshairs disappear when target moves out of range. Firing at this time will just overheat the lasers. Notice the targeting cross hair always leads the target. Keep your sights centred on the crosshair, not the target as the target is always moving.



Disruptors

These should only be used once you've more or less cleared the area of bogies. Hit the target (it must be a small fighter) until you receive confirmation that it has been disabled. You then have a limited period of time in which to tractor beam it away.

Torpedos

Use 'em against heavy targets to knock them out quickly. Otherwise they're useful against decent enemy pilots you can't quite pin down. Get lock-on then fire two or three at a range of between 1 and 1.5 km and the homing warheads should do the job.

TARGETS & MISSIONS

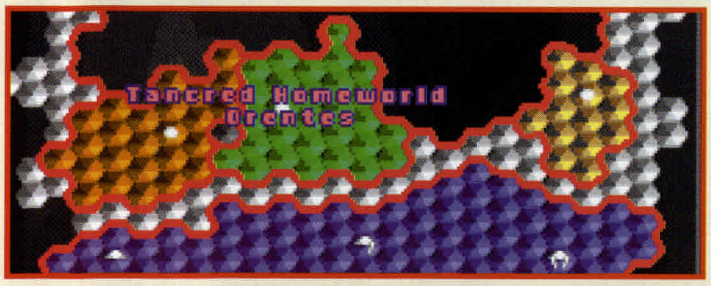
Missions generally come in one of four flavours — attack a specific target, attack any target of opportunity, defend a base of vessel and recon.

Specific target

If it's a big ship like a freighter or a Station it's often possible to zip in, loose off your entire compliment of torpedos at maximum range and nip off. This way you get the mission done quickly and with minimum risk. Only get involved in unnecessary skirmishes with fighters if you think the medals are worth the bother.

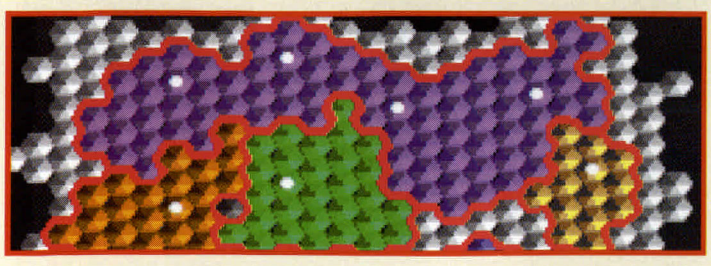
Targets of Opportunity

On these missions it's sometimes hard to know when you're done. It's usually best to pick a target and stay on them til you get them then choose another and so on. Get out out either when the threat display is clear you're taking too many losses.



Defence

Treat these much like the previous category only remember not to shoot down what you're supposed to be protecting. It's easily done in the heat of battle.



Recon

Speed is the key. You need to get in and out with the minimum of fuss. Unfortunately the Intruder must carry out three rather lengthy scans to glean the information it needs so if you're being pursued by enemy ships it's bets to make three passes and carry out each scan separately.

Certain situations can arise no matter which style of mission you're flying. If you take hits and your armour or shields go off line, circle at high speed until the auto-repair units sort the problem out. The enemy can rarely hit you like this.

GENERAL

If you're feeling weedy, cycle through targets to find the crappest one (they all have ratings from poor to ace).

If the target is a long way off and you don't have the fuel to after him try a few insults. That should get the bugger winging his way over!

Finally, the point you're at your most vulnerable is as you're hyperspacing back to base. The ship takes few seconds to do this and if spotted the enemy will blast you to bits. It's possible to disengage the hyperspace and take evasive action but the most effective method, if you have the fuel, is to use the afterburners. Get as far away as poss as quickly as poss, anything over 7 km is perfectly safe, and hyperspace at your leisure.

mini tips

The Chaos Engine

World 1

XXXXXXXXXXXX - Gentleman and Navvie + 30,000 credits
YYYYYYYYYYYY - Thug and Gentlemen + 20,000 credits
vvvvvvvvvvvv - Brigand and Mercenary + 30,000 credits
TTTTTTTTTTTT - Mercenary and Gentlemen + 45,000 credits

World 2

LQPBK8JWDNBY - Thug and Preacher + 40,000 credits
OWHS5PX3835F - Mercenary and Thug + 40,000 credits

World 3

C4HNWRH86BI8 - Navvie and Gentlemen + 40,000 credits
8h8BKOSWQY7H - Thug and Preacher + 30,000 credits

World 4

HMWMUYOWBOI9 - Navie and Gentlemen + 33,000 credits
P28BKM6XMWWK - Thug and Preacher + 30,000 credits
PKJKDLI#DFD4 - Brigand and Mercenary + 20,000 credits
XSFB8DDNR4R8 - Gentlemen and Preacher + 20,000 credits
WRIVVFXQIMLC - Mercenary and Brigand + 20,000 credits
PKWD2FJJPWFY - Brigand and Preacher + 20,000 credits
F#BFZF6OT5MW - Brigand and Navvies + 20,000 credits

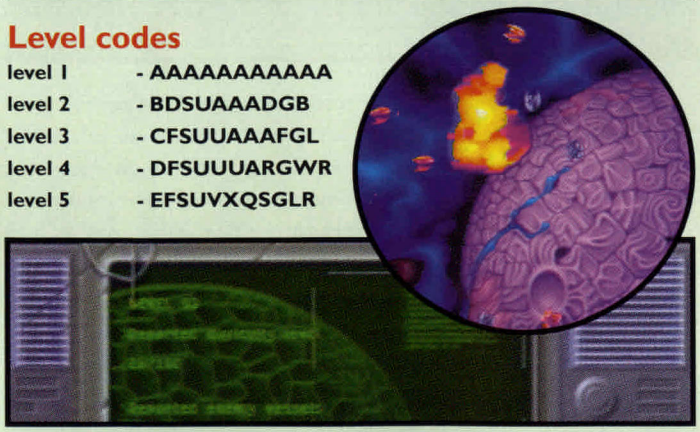
Two Players

RUDBKOQ7JWM6 - Preacher and Gentlemen + 30 lives

Super Stardust

Level codes

level 1 - AAAAAAAAAAA
level 2 - BDSUAAADGB
level 3 - CFSUUAAAFGL
level 4 - DFSUUUARGWR
level 5 - EFSUVXQSGLR



Alien Breed Special Editions

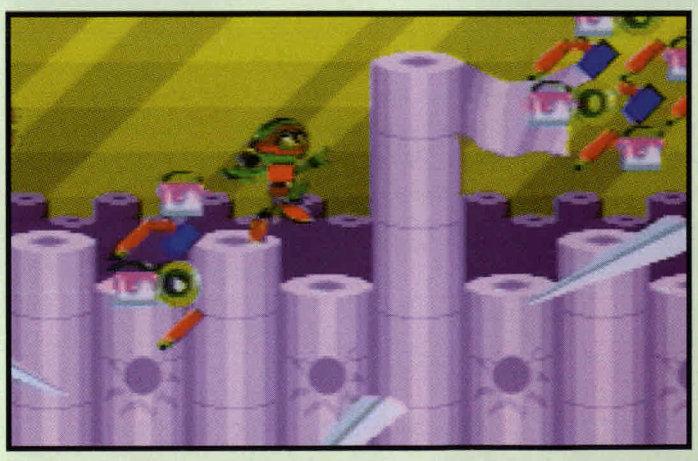
Level Codes

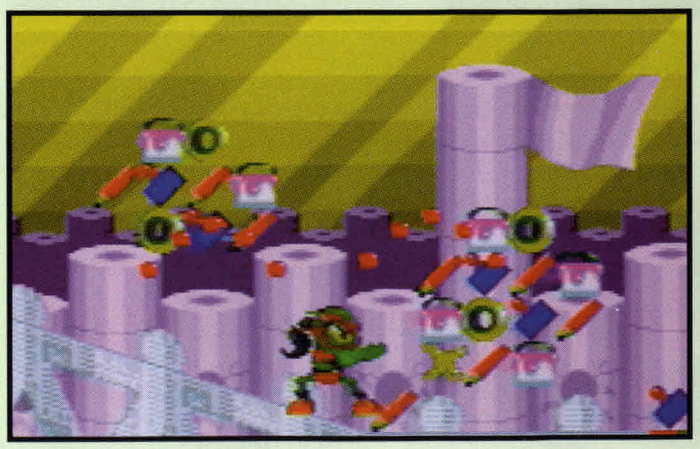
Power sub-system, deck two - 55955
Oval Zone, deck four - 48361
Engineering sub-system, deck six - 63556
Powermech systems, deck eight - 86723
Reactor core, deck ten - 25194

Zool

Codes and Cheats

10 lives - CREAMOLA
20 lives - VISION
Infinite smart bombs - KICKASS
99% rating - ALCENTO
Freeze clock - OLDENEMY
Invincibility - TOUGHGUY
Bonus Stage - NAPOLEAN
Level 0ne - SEASME
Level two - RONSON
Level three - FUNKYTUT
Level four - HISSTERIA
Bonus level - MARRABONE





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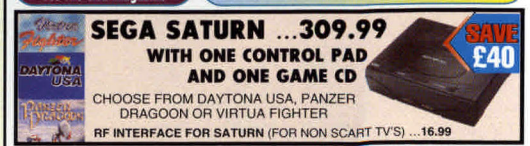

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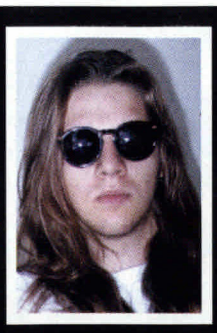

Yet another year is upon us. After the commotion about the buy-out of Commodore by Escom last year CD32 owners are hoping for a quieter year in 1996. As far as software is concerned, it seems it's going to be a quiet year, and the letters we receive reflect that. So many of you are crying out for new games that we really do feel for you all. Unless the industry hears you, however, nothing's going to be done about it. In other words, start putting pen to paper and write to use. If enough people do so, maybe the publishers will sit up and take notice.

Anyway, we hope you're not too hung-over (assuming you are old enough to drink, that is!) or too fat after the festive season, and that you're ready for another year of superb computer gaming. If you haven't already done so, then drop us a line. If you already have, then write another one! Go on, you know you want to...

I need help! My CD32 is currently kaput and I cannot find anybody who can fix it. I know that there is a shortage of spare parts, but surely somebody on this rock can repair it. I have been knocked by the warranty people who no longer do chargeable repairs and if I don't get it fixed soon, I'll have to go out and dig out the dreaded (and very dusty) ZX81.

Yours Hopefully,
T.Smith, Witham

Sorry to hear of your plight, Mr. Smith. Sadly, there seems to be a massive shortage of spares for the CD32, and we are currently unable to point you in the right direction. If you have been turned down for repairs under the warranty (assuming it is still valid, of course), then I can only suggest that you head for your local CAB, and ask their advice. Until then, if any of our readers know of a place where dead CD32s can be brought back to life, then please give us a ring at the office our drop us a line at the usual address.

Help! I have been the owner of a CD32 for 18 months now and have owned Beneath a Steel Sky for at least a year of those 18 months. After a very poor start, I gave up for a while. Now I am finally starting to get somewhere (all the way to the ground level, in fact), but now I am stuck and can't seem to find any further way forward in the game.

Because of your ultimate wisdom in knowing all game secrets, would it be possible to send me the complete solution for the afore mentioned game? Perhaps you have already published this in a previous edition of your excellent magazine, but being based in Germany, it is quite hard to get hold of a copy of CD32 Gamer at the best of times.

Thanks Dave Foster, Berks

P.S Also, have you got any ideas on who might still be stocking the FMV upgrade, because trying to get hold of one is becoming a right royal pain in the behind.

You're in luck, Dave. We published a full solution to BASS in Issue 8. Unfortunately, we don't seem to be able to find a single copy of this issue in the office (the cleaners probably nick them all!) and so are unable to send it to you directly. However, if you contact the back-issues department, then I'm sure they'll be able to sort out a copy for you and whisk it to you in Germany post-haste!

Regarding the FMV cart, the only people we can think of is Sillica Shop. Give them a call on 0181 309 51111

I am an avid reader and subscriber to your excellent magazine, and want to see the mag grow even bigger and even better. I was flicking through a copy of the November issue of (rival magazine name edited out) when I came across a 'cry for help'. It seems that the magazine was asking publishers to release CD32 games in the mass market. I won't bore you with the entire article, but Andy Braybrook (he of massive Commie 64 fame back in the mid-eighties) was quoted as saying that he had CD32 versions of Uridium 2 and Virocop ready to go on CD32, but could not find anyone who would be willing to publish them, simply because of the so-called 'lack of demand' for CD32 games.

I hate to drag an old argument back into the pages of this mag, but it seems to me that there is a massive demand for CD32 games. When my local indie computer store stocks a few new CD32 titles, they all get sold within a few days. CD32 owners want software for their computer, and they'll go to any lengths to get it, which brings me to the

point of this letter.

I have a solution for both Mr Braybrook and your good selves. Publish the games as CD32 Gamer Special Issues - the games are already made, so all you'd have to do is duplicate the CDs. I'm sure people will pay up to £10 for a special issue, especially if it has a brand-new game on it.

I hope you take this idea and give it careful consideration.

Yours faithfully,

Howard Knibbs, West Lavington

P.S Why not offer to put other finished (but unreleased) products on your Special Issues? Titles such as Mega race, Lost Eden and Cyberwar spring to mind.

A nice idea, Howard. If I owned this mag, then I would jump at the chance to release some more games into the CD32 market, but I imagine that the software companies (or developers) in question would have massive misgivings. For a start, the game (or the special issue) would have to retail at a much higher price for it to be feasible, and then we'd all be in danger due to lack of sales. We thank you for your idea, and will pass it into the higher authorities for their thoughts on the matter. Until then, keep reading and writing in!

Your magazine is brilliant. I found the Virtual Karting demo a bit hard in the 3D mode, but it is much easier in the 2D mode. When will this game be released for the CD32?

During the 18 issues that I have been reading your magazine, you have never talked or written any features on 'Video creator'. I think it is an excellent piece of kit, so why don't have a little Video Creator section on the coverdisk every month?

Keith McArdle, Tyne and Wear

Errm. We like to think that we're quite well informed about the Amiga scene here at the CD32 Gamer offices, but we've never heard of this package. If anyone would like to enlighten us as to what it is, please drop us a line.

I have just returned from the USA after a long holiday with my parents, and was distraught to say the least that I couldn't find a single CD32 game while I was there. There were plenty of PC, PSX and Sega games, but not a single Amiga game to be seen. I always thought that the Amiga was just as popular over the pond as it is here, so I could not help but feel a little mislead by the popular press in this country.

I know that computers are changing as fast as the big bods can make them, but I still think it is sad that the older ones are left behind to rot in people's lofts. I myself still have a Vic-20, a Spectrum and an Atari 2600, and spend many a rainy day playing with them, so if the users still support them, why can't anyone else?

On a slightly happier note, I was especially impressed with the Virtual Karting demo that was on last month's coverdisk. If this is what the CD32 is really capable of, then why aren't there more games of this quality out on the shelves. I would personally buy every single one of them! Anyway, thanks for a great magazine and keep up the good work.

Lousie Foster, Nottingham

P.S Tell Dino that he's the best looking addition to the mag in ages!

Yep, you've just uncovered a massive conspiracy that has remained untouched since the dawn of time! Our American cousins never really took to the Amiga, even though many mags in this country said otherwise. When it comes down to it, however, old machines could be likened to old cars; some people love them and still want to use them on the road, but they are greatly out-numbered by people who want the latest curvy model with all the flashy extras. Software companies are reluctant to support old machines because the outlay required in developing and marketing a new game for an old machine greatly outweighs the profits that could be gained. It's sad, but true I'm afraid.

P.S Dino's ego is now bigger than ever! Nice one ! Thanks a bunch, Lousie!

This isn't really a letter; more of a request for an addition to the mag. Would it be possible to include FMV tracks on the CD so all of us who bought one of these expensive toys could get a little use from it? I'm not talking about putting feature-length films on the cover (except for a few trailers), but even the occasional video of all of you guys would go down a treat, or how about interviews with programmers and industry figures? I think it's a great idea that you should take very seriously indeed.

Jason Court, Canford Heath

Nice idea, Jason. It's one that we've been meaning to try for quite a while. In essence, it would be pretty easy to include video footage on the CD, especially if we filmed it ourselves. There are a few reasons why we haven't done it yet, and they're all linked to (a) time and (b) money. We simply haven't got the time to interview anyone with a video camera, and even if we did, the cost involved to get the resulting video footage converted to MPEG format would be massive, and the cost of the mag would go through the roof. If there's a company that would be happy to provide this service for a small consideration we'd be happy to look into the matter further but, for now, it will have to stay permanently on hold. Sorry, guys.

As a regular reader of your magazine since day one, I have become more and more upset as CD32 Gamer gets smaller and smaller. I know that you are a slave to the games market in general, but surely you can think of something to fill your pages with? I would like to see more interviews, more features, and another batch of FMV pages for starters. How about some regular features? You could chart the progress of a game from its initial idea, right through to its release on the shelves of the stores. Just don't get any smaller, okay?

Evan Johnson, Cardiff

Errrm. Maybe he won't notice!

write to us !

Send your brickbats, bouquets and any spare cash that you may want to push our way to :

MAIL SECTION, AMIGA CD32 GAMER, COMPUTERFACTS, 14A UNION STREET, NEWTON ABBOT, DEVON, TQ12 2JS

A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

❖The Definitive Guide To All CD32 Software❖

A B

AKIRA • Neo
Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!
ACG Rated 60% **(Issue 10)**

ALFRED CHICKEN • Mindscape
Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.
ACG Rated 78% **(Issue 1)**

ALIEN BREED • Team 17
An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.
ACG Rated 77% **(Issue 1)**

ALIEN BREED 2 • Team 17
Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.
ACG Rated 72% **(Issue 7)**

ARABIAN KNIGHTS • Buzz
The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.
ACG Rated 74% **(Issue 1)**

ARCADE POOL • Team 17
Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.
ACG Rated 88% **(Issue 2)**

BANSHEE • Core Design
Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.
ACG Rated 88% **(Issue 4)**

BASE JUMPERS • Rasputin
Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.
ACG Rated 79% **(Issue 13)**

BATTLE CHESS • Interplay
An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.
ACG Rated 76% **(Issue 1)**

BATTLETOADS • Mindscape
Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.
ACG Rated 22% **(Issue 3)**

BEAVERS • Unique
A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.
ACG Rated 75% **(Issue 2)**

BENEATH A STEEL SKY • Virgin
The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.
ACG Rated 90% **(Issue 7)**

BENEFACTOR • Psygnosis
Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!?).
ACG Rated 85% **(Issue 9)**

BIG 6 • Codemasters
Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!
ACG Rated 89% **(Issue 9)**

BRIAN THE LION • Psygnosis
An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.
ACG Rated 65% **(Issue 5)**

BRUTAL SPORTS FOOTBALL • Millennium
A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.
ACG Rated 55% **(Issue 2)**

BUBBA 'N' STIX • Core Design
Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.
ACG Rated 89% **(Issue 1)**

BUBBLE AND SQUEAK • Audiogenic
Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.
ACG Rated 74% **(Issue 6)**

BUMP 'N' BURN • Grandslam
A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.
ACG Rated 90% **(Issue 4)**

C D E

CANNON FODDER • Virgin
A shoot-'em-up with a difference, ie buckets-loads of originality, playability and blood-splattered black humour.
ACG Rated 90% **(Issue 2)**

CASE OF THE CAUTIOUS CONDOR • Airwave Adventure
A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.
ACG Rated 80% **(Issue 16)**

CASTLES II • Interplay
Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.
ACG Rated 39% **(Issue 1)**

CHAMBERS OF SHAOLIN • Unique
Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.
ACG Rated 6% **(Issue 1)**

CHAOS ENGINE • Renegade
Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.
ACG Rated 72% **(Issue 2)**

CHUCK ROCK • Core Design
Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...
ACG Rated 57% **(Issue 1)**

CHUCK ROCK II : SON OF CHUCK • Core Design
A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character,.
ACG Rated 86% **(Issue 2)**

CLOCKWISER • Rasputin
Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.
ACG Rated 81% **(Issue 6)**

DANGEROUS STREETS • Flair Software
Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolving.
ACG Rated 22% **(Issue 1)**

DEATH MASK • Alternative
Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.
ACG Rated 88% **(Issue 9)**

DEEP CORE • Ice
Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.
ACG Rated 42% **(Issue 1)**

D/GENERATION • Mindscape
Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.
ACG Rated 90% **(Issue 1)**

D-HERO • Gremlin Graphics
An unoriginal, but still very slick and playable *R-Type* clone. Five levels packed with furious blasting action.
ACG Rated 85% (Issue 2)

DARK SEED • Cyberdreams
A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.
ACG Rated 90% (Issue 4)

DENNIS • Ocean
Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.
ACG Rated 37% (Issue 1)

DIGGERS • Millennium
A more sophisticated variation on the *Lemmings* arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.
ACG Rated 56% (Issue 1)

DONK • Supervision
Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.
ACG Rated 58% (Issue 2)

DRAGONSTONE • Core
Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.
ACG Rated 87% (Issue 10)

EMERALD MINES • Alamathera
Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.
ACG Rated 85% (Issue 10)

EXILE • Audiogenic
A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.
ACG Rated 89% (Issue 15)

EXTRACTORS • Millenium
The follow up to Diggers takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.
ACG Rated 88% (Issue 11)

F

FEARS • Manyk
Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!
ACG Rated 94% (Issue 16)

F17 • Team 17
A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.
ACG Rated 73% (Issue 1)

FIELDS OF GLORY • Microprose
The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.
ACG Rated 69% (Issue 7)

FIRE & ICE • Renegade
Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.
ACG Rated 87% (Issue 2)

FIRE FORCE • Ice
A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.
ACG Rated 34% (Issue 1)

FLINK • Psygnosis
Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.
ACG Rated 82% (Issue 9)

FLY HARDER • Buzz
A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.
ACG Rated 52% (Issue 1)

FOOTBALL GLORY • Black Legend
A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.
ACG rated 85% (Issue 13)

FRONTIER : ELITE II • Gametek
A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.
ACG Rated 95% (Issue 2)

FURY OF THE FURRIES • Mindscape
An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.
ACG Rated 75% (Issue 2)

GLOBAL EFFECT • Millennium
A slow, uninvolving eco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ACG Rated 55% (N/A)

GLOOM • Black Magic
A *Doom* clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.
ACG Rated 92% (Issue 15)

GUARDIAN • CDS Software
A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous – a perfect shoot-'em-up.
ACG Rated 92% (Issue 5)

GUNSHIP 2000
MicroProse
A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.
ACG Rated 92% (Issue 2)

H

HEIMDALL II • Core Design
A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.
ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049 • MicroProse
The classic 8bit original is included free and plays rather better than the new, updated version.
ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS • System 3
A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER • Renegade
Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.
ACG Rated 92% (Issue 4)

JKL

JAMES POND III : OPERATION STARFISH • Millennium
A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun - one of the better CD32 platformers.
ACG Rated 78% (Issue 3)

JETSTRIKE • Rasputin
A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!
ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL • Buzz
A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.
ACG Rated 32% (Issue 1)

JUNGLE STRIKE • Ocean
The sequel to *Desert Strike* isn't as polished as its predecessor, but offers more of the same addictive mayhem.
ACG Rated 90% (Issue 7)

KID CHAOS • Ocean
A blatant *Sonic* clone which copies just about everything except the playability.
ACG Rated 68% (Issue 5)

KINGPIN • Team 17
Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.
ACG Rated 80% (Issue 10)

LABYRINTH OF TIME • Electronic Arts
A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.
ACG Rated 70% (Issue 1)

LAST NINJA 3 • System 3
Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.
ACG Rated 68% (Issue 3)

LEGACY OF SORASIL • Gremlin
A convincing, truly atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather lacking in depth though.
ACG Rated 84% (Issue 3)

LEMMINGS • Psygnosis
A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.
ACG Rated 79% (Issue 2)

LIBERATION • Mindscape
A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.
ACG Rated 92% (Issue 1)

LITIL DIVIL • Gremlin
Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.
ACG Rated 90% (Issue 4)

LOTUS TRILOGY • Gremlin Graphics
A bumper compilation of three now rather dated racing games. Rough.
ACG Rated 60% (Issue 2)

LUNAR-C • Mindscape
A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]
ACG Rated 37% (Issue 1)

M И

MARVINS MARVELOUS ADVENTURE • 21st Century
Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.
ACG Rated 72% (Issue 7)

MEAN ARENAS • Ice
Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.
ACG Rated 61% (Issue 1)

MICROCOSM • Psygnosis
A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.
ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS • Flair
Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!
ACG Rated 82% (Issue 10)

MORPH • Millennium
An intriguing arcade puzzler where you morph between four different types of blob.
ACG Rated 84% (Issue 1)

MYTH • System 3
A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.
ACG Rated 71% (Issue 3)

NAUGHTY ONES • Interactivision
A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.
ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF • Grandslam
Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.
ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP • Gremlin
A very playable racer with plenty of depth. No two-player mode though.
ACG Rated 74% (Issue 1)

O P

OSCAR • Flair Software
Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.
ACG Rated 59% (Issue 1)

OUT TO LUNCH • Mindscape
Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.
ACG Rated 78% (Issue 4)

OVERKILL • Mindscape
A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)
ACG Rated 67% (Issue 1)

PGA EURO TOUR • Ocean
A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.
ACG Rated 93% (Issue 8)

PINBALL FANTASIES • 21st Century Entertainment
Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.
ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS • 21st Century
The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.
ACG Rated 96% (Issue 8)

PINKY • Millenium
Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.
ACG Rated 84% (Issue 6)

PIRATES • MicroProse
Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.
ACG Rated 79% (Issue 1)

POWER DRIVE • US Gold
Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.
ACG Rated 68% (Issue 14)

PREMIERE • Core Design
A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.
ACG Rated 65% (Issue 2)

PROJECT X • Team 17
A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)
ACG Rated 89% (Issue 1)

Q Я

QWAK • Team 17
A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)
ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS • Flair
Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.
ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS • Mirage
Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.
ACG Rated 90% (Issue 6)

ROADKILL • Grandslam
Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go wrong.
ACG Rated 91% (Issue 7)

ROBOCOD • Millennium
A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.
ACG Rated 80% (Issue 1)

RYDER CUP GOLF • Ocean
Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.
ACG Rated 68% (Issue 2)

S T

SABRE TEAM • Krisalis
The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the SAS will love the game's depth, but others will despair at the slow pace.
ACG Rated 78% (Issue 3)

SECOND SAMURAI • Psygnosis
No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playablity extensively.
ACG Rated 85% (Issue 3)

SEEK AND DESTROY • Mindscape
A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.
ACG Rated 62% (Issue 1)

SENSIBLE SOCCER • Renegade
Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.
ACG Rated 91% (Issue 1)

SHADOWFIGHTERS • Gremlin Interactive
The best beat-'em-up on the CD32, with loadsa special moves and characters. It'll give you a good punch on the bottom!
ACG Rated 91% (Issue 12)

SIMON THE SORCEROR • Adventure Soft
With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.
ACG Rated 90% (Issue 4)

SKELETON KREW • Core
Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.
ACG Rated 87% (Issue 9)

SLEEPWALKER • Ocean
A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.
ACG Rated 80% (Issue 1)

SOCCER KID • Krisalis
An average looking platformer is made exceptional by an imaginative control system – the eponymous kid is capable of some great stunts with his football.
ACG Rated 88% (Issue 5)

SPEEDBALL 2 • Renegade
Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.
ACG Rated 90% (Issue 12)

STRIKER • Elite
A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.
ACG Rated 43% (Issue 2)

SUB WAR 2050 • Microprose
Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.
ACG Rated 82% (Issue 8)

SUMMER OLYMPIX • Flair
Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.
ACG Rated 37% (Issue 2)

STAR CRUSADER
Gametek
Excellent PC-style space shoot-'em-up. A cross between Wing Commander and PC Tie-Fighter.
Issue 19 ACG Rated 95%

SUPERFROG • Team 17
While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.
ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER • Audiogenic
The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.
ACG Rated 90% (Issue 11)

SUPERLOOPZ • Audiogenic
Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.
ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS • Apache Software
Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.
ACG Rated 83% (Issue 3)

SUPER PUTTY • System 3
An entertaining and original platformer, and one of the better early CD32 releases.
ACG Rated 70% (N/A)

SUPER SKIDMARKS 2 • Acid
Rip-roaring racerama with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!
ACG Rated 92% (Issue 11)

SUPER STARDUST • Team 17
Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.
ACG Rated 90% (Issue 5)

SUPER STREET FIGHTER 2 TURBO
Gametek
The 'turbo' version features bigger sprites, more deailed backdrops and some dramatic super finishing moves but doesn't play as fluidly as US Gold's SSF2.
Issue 19 ACG Rated 94%

SYNDICATE • Mindscape
Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.
ACG Rated 93% (Issue 13)

THE CLUE • Neo
A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.
ACG Rated 80% (Issue 10)

THE LOST VIKINGS • Interplay
One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.
ACG Rated 90% (Issue 1)

THEME PARK • Mindscape
The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.
ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.
ACG Rated 8% (Issue 1)

TOP GEAR 2 • Gremlin
The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolving and the music awful.
ACG Rated 75% (Issue 4)

TOTAL CARNAGE • Ice
A classic coin-op almost totally ruined by sluggish movement, poor colliision detection and a lousy control system. Truly awful.
ACG Rated 45% (Issue 2)

TOWER ASSAULT • Team 17
The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.
ACG Rated 91% (Issue 7)

TOWER OF SOULS • Black Legend
The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations on the CD32.
ACG Rated 84% (Issue 16)

TROLLS • Flair Software
A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.
ACG Rated 67% (Issue 1)

TURBO TRAX Kompart
Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!
ACG Rated 90% (Issue 15)

UWZ

UFO — ENEMY UNKNOWN • Microprose
A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.
ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS • Team 17
A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.
ACG Rated 93% (Issue 2)

UNIVERSE • Core Design
A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.
ACG Rated 88% (Issue 5)

VITAL LIGHT • Millenium
Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.
ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER • Audiogenic
Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.
ACG Rated 76% (Issue 3)

WHALE'S VOYAGE • Flair Software
A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.
ACG Rated 80% (Issue 1)

WHIZZ • Flair
Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?
ACG Rated 92% (Issue 10)

WILD CUP SOCCER • Millennium
Sure, it looks gorgeous, but this ultraviolent sports sim has minimal gameplay.
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WING COMMANDER • Electronic Arts
The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.
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XENON 2 • Bitmap
The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joypad hand. Superb graphics, stunning playability and a good music score to boot.
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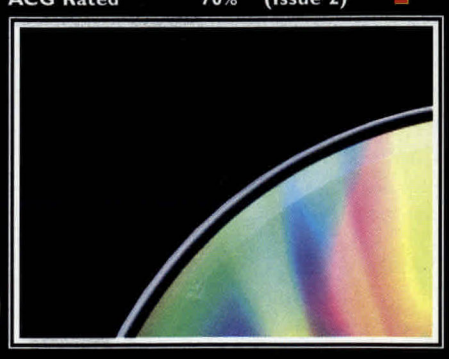

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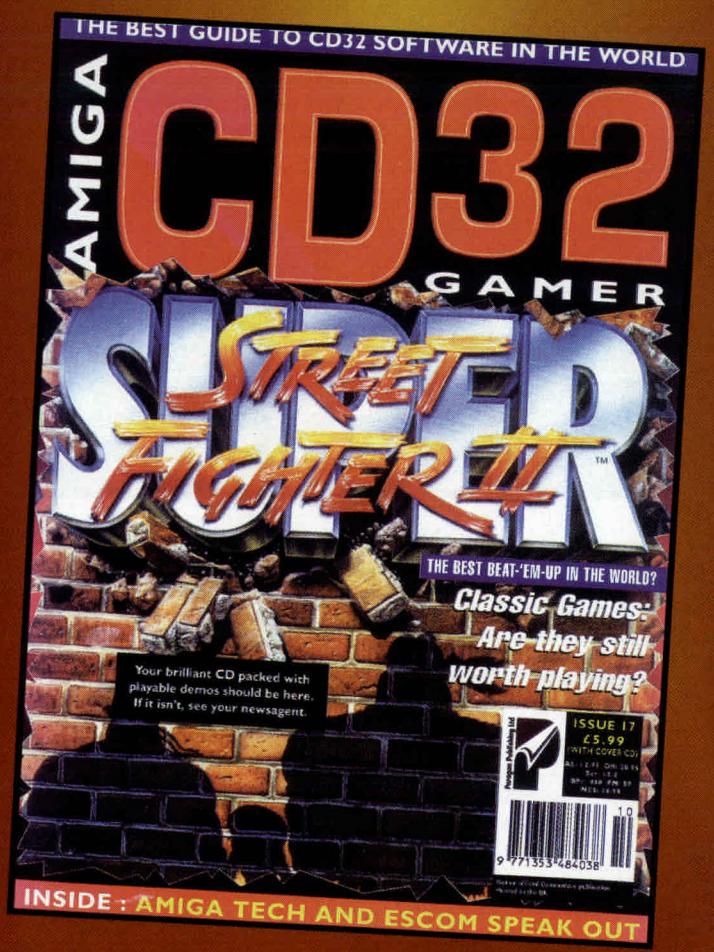

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